
THE LEGEND OF
ZELDA™
the Wind Waker
HD



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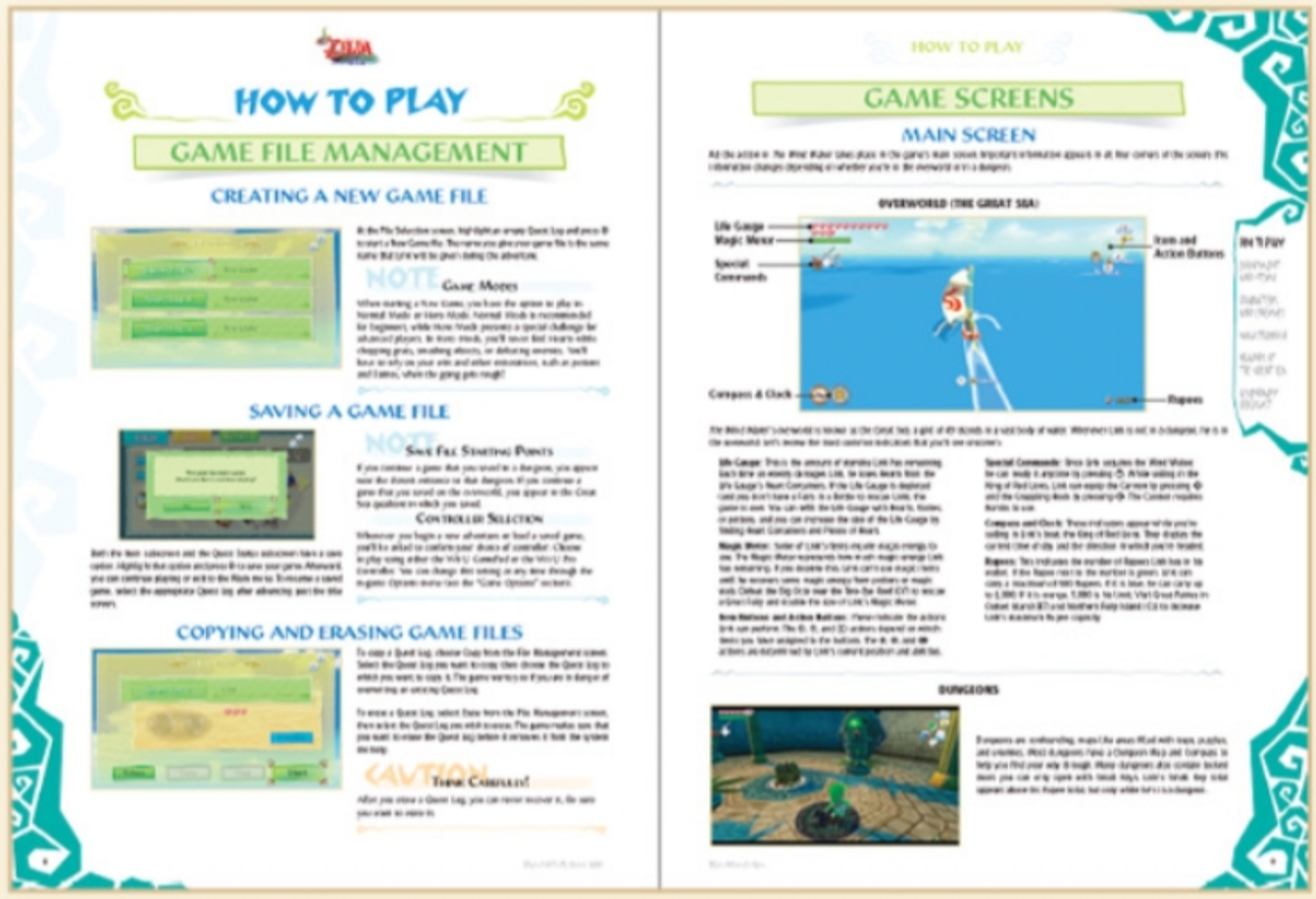
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HOW TO USE THIS GUIDE

Thank you for purchasing Prima's Official Guide to *The Legend of Zelda: The Wind Waker HD*. This guide is packed with tips and tricks to defeat Ganon, rescue Princess Zelda, and discover every secret in the game!

This guide is tailored to suit any play style, whether you're just trying to get from the start of the game to the end credits or you're a Piece of Heart collector who won't rest until you've found all 44. Here's what you'll find in the chapters ahead.

CHAPTER 1: HOW TO PLAY



This chapter has all the basic information you need to know before playing *The Wind Waker*, including Link's actions, controls for boat navigation, and game screens.

CHAPTER 2: EQUIPMENT AND ITEMS



The Wind Waker has dozens of items to find and use. This chapter describes them all, including where to find them and any of their unconventional uses. If you picked up a new weapon or item and want to know what to do with it, this is your chapter.

HOW TO USE THIS GUIDE

CHAPTER 3: CHARACTERS AND ENEMIES



Link encounters more than 100 characters and 50 types of enemies in his quest. This chapter provides full biographies for them all. Find out which characters have Pieces of Heart or Rupees to give you, and how to get them. Learn each enemy's strengths and weaknesses, as well as where you can expect to find them. As a bonus, every screenshot from this chapter is taken from the super-secret Nintendo Gallery!

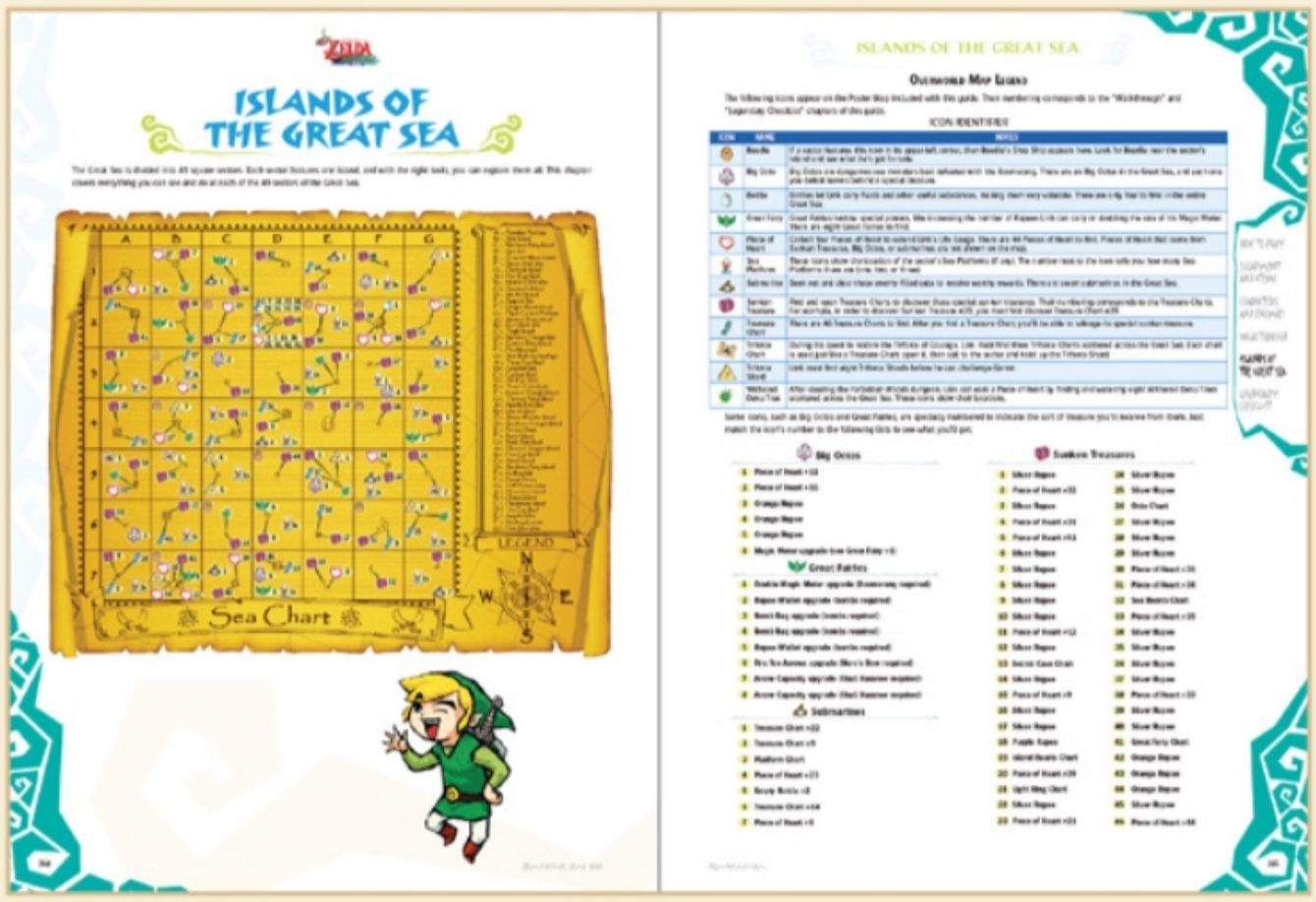
CHAPTER 4: WALKTHROUGH



Our *Wind Waker* walkthrough takes you from the game's opening cinema to the end-of-game credits and gives you every tip, trick, cheat, and strategy you need to help Link fulfill his destiny as the Hero of Winds. There's a screenshot for every step of Link's journey, detailed full-color maps for every floor of every dungeon, and descriptions of what you need to do and where you need to go. Side quests and the like are covered in special sidebars when they become available. Follow our walkthrough faithfully and you won't miss a thing!

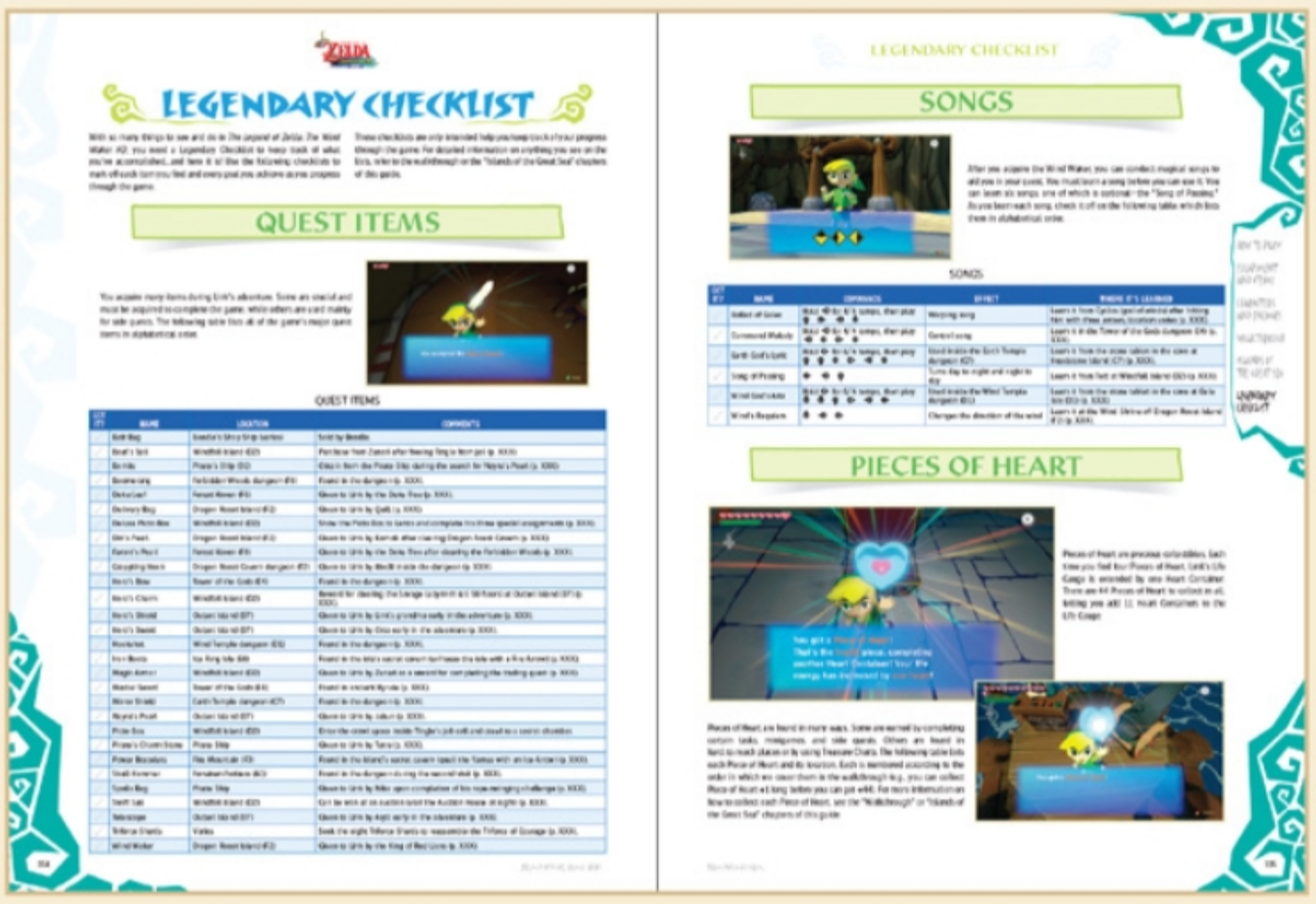
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CHAPTER 5: ISLANDS OF THE GREAT SEA



This chapter provides an island-by-island breakdown of all the items, treasures, secrets, minigames, and quests to be performed on each of the Great Sea's 49 islands. If you're ever curious about what an island has to offer, flip to this chapter to discover everything there is to see and do.

CHAPTER 6: THE LEGENDARY CHECKLIST



The Wind Waker has so many places to go and secrets to find that we've provided checklists to help you track them. Mark off Pieces of Heart and Treasure Charts that you find, shops and Great Fairies that you visit, and submarines and Big Octos you defeat, and more.



HOW TO PLAY

HOW TO PLAY

GAME FILE MANAGEMENT

CREATING A NEW GAME FILE



At the File Selection screen, highlight an empty Quest Log and press Ⓐ to start a New Game file. The name you give your game file is the same name that Link will be given during the adventure.

NOTE

Game Modes

When starting a New Game, you have the option to play in Normal Mode or Hero Mode. Normal Mode is recommended for beginners, while Hero Mode presents a special challenge for advanced players. In Hero Mode, you'll never find Hearts while chopping grass, smashing objects, or defeating enemies. You'll have to rely on your wits and other restoratives, such as potions and Fairies, when the going gets rough!

SAVING A GAME FILE



Both the Item subscreen and the Quest Status subscreen have a save option. Highlight that option and press Ⓐ to save your game. Afterward, you can continue playing or exit to the Main menu. To resume a saved game, select the appropriate Quest Log after advancing past the title screen.

NOTE

Save File Starting Points

If you continue a game that you saved in a dungeon, you appear near the closest entrance to that dungeon. If you continue a game that you saved on the overworld, you appear in the Great Sea sector in which you saved.

Controller Selection

Whenever you begin a new adventure or load a saved game, you'll be asked to confirm your choice of controller. Choose to play using either the Wii U GamePad or the Wii U Pro Controller. You can change this setting at any time through the in-game Options menu (see the "Game Options" section).

COPYING AND ERASING GAME FILES



To copy a Quest Log, choose Copy from the File Management screen. Select the Quest Log you want to copy, then choose the Quest Log to which you want to copy it. The game warns you if you are in danger of overwriting an existing Quest Log.

To erase a Quest Log, select Erase from the File Management screen, then select the Quest Log you wish to erase. The game makes sure that you want to erase the Quest Log before it removes it from the system memory.

CAUTION

Think Carefully!

After you erase a Quest Log, you can never recover it. Be sure you want to erase it.

GAME SCREENS

MAIN SCREEN

All the action in *The Wind Waker* takes place in the game's main screen. Important information appears in all four corners of the screen; this information changes depending on whether you're in the overworld or in a dungeon.

OVERWORLD (THE GREAT SEA)



The Wind Waker's overworld is known as the Great Sea, a grid of 49 islands in a vast body of water. Whenever Link is not in a dungeon, he is in the overworld. Let's review the most common indicators that you'll see onscreen:

Life Gauge: This is the amount of stamina Link has remaining. Each time an enemy damages Link, he loses Hearts from the Life Gauge's Heart Containers. If the Life Gauge is depleted (and you don't have a Fairy in a Bottle to rescue Link), the game is over. You can refill the Life Gauge with Hearts, Fairies, or potions, and you can increase the size of the Life Gauge by finding Heart Containers and Pieces of Heart.

Magic Meter: Some of Link's items require magic energy to use. The Magic Meter represents how much magic energy Link has remaining. If you deplete this, Link can't use magic items until he recovers some magic energy from potions or magic vials. Defeat the Big Octo near the Two-Eye Reef (D7) to rescue a Great Fairy and double the size of Link's Magic Meter.

Item Buttons and Action Buttons: These indicate the actions Link can perform. The Ⓧ, Ⓨ, and R actions depend on which items you have assigned to the buttons. The Ⓐ, Ⓑ, and ZR actions are determined by Link's current position and abilities.

Special Commands: Once Link acquires the Wind Waker, he can ready it anytime by pressing ✣. While sailing in the King of Red Lions, Link can equip the Cannon by pressing ✣ and the Grappling Hook by pressing ✣. The Cannon requires Bombs to use.

Compass and Clock: These indicators appear while you're sailing in Link's boat, the King of Red Lions. They display the current time of day and the direction in which you're headed.

Rupees: This indicates the number of Rupees Link has in his wallet. If the Rupee next to the number is green, Link can carry a maximum of 500 Rupees. If it is blue, he can carry up to 1,000. If it is orange, 5,000 is his limit. Visit Great Fairies in Outset Island (B7) and Northern Fairy Island (C1) to increase Link's maximum Rupee capacity.

DUNGEONS



Dungeons are confounding, maze-like areas filled with traps, puzzles, and enemies. Most dungeons have a Dungeon Map and Compass to help you find your way through. Many dungeons also contain locked doors you can only open with Small Keys. Link's Small Key total appears above his Rupee total, but only while he's in a dungeon.

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SUBSCREENS

When displaying the game on TV, the Item subscreen and Quest Status subscreen are always shown on the Wii U GamePad. This means you don't need to pause the action while checking Link's inventory and equipping items. If you're in a dangerous situation, press ⊕ to pause the action while inspecting the subscreens.

When you're playing on the GamePad or when you're using a Wii U Pro Controller, you must press ⊕ to pause the game and bring up the subscreens.

ITEM SUBSCREEN

The Item subscreen displays Link's quest items, which you can equip to Ⓧ, Ⓨ, or R by highlighting the item with L and pressing Ⓧ, Ⓨ, or R. To view information about the item, highlight it and press Ⓐ.



NOTE

It's in the Bag

As you progress through the adventure, the Item subscreen will eventually feature three bags: the Spoils Bag, the Bait Bag, and the Delivery Bag. To see the items inside a bag, highlight it and press Ⓧ, Ⓨ, or R. Equip an item from the bag by highlighting it and pressing Ⓧ, Ⓨ, or R again.

QUEST STATUS SUBSCREEN



The Quest Status subscreen displays information about the quest objectives that Link has completed:

Save and Options: Highlight these and press Ⓐ to save your game or change the game options (see the "Game Options" section).

Pieces of Heart: This shows how many Pieces of Heart you have toward your next Heart Container. Collect four Pieces of Heart to complete a new Heart Container and extend Link's Life Gauge.

Triforce Shards: Late in the game, Link must find the Triforce of Courage's eight shards. This shows how many shards he's found so far.

Pearls: At the beginning of the game, Link must find Din's Pearl, Farore's Pearl, and Nayru's Pearl. This shows how many pearls he's found so far.

Equipment: Unlike the items in the Items subscreen, the items in this column are automatically equipped and do not need to be set to Ⓧ, Ⓨ, or R.

GAME OPTIONS

Highlight Options on either subscreen and then press Ⓐ to change the following game options:

Target Type: Select between holding down ZL to target ("Hold") or pressing ZL to switch targeting on/off ("Switch").

Camera: Reverse the left/right directions for the camera controls.

First-Person Camera: Invert up/down directions for camera controls during first-person camera movement.

Controller: Set controller preferences between the Wii U GamePad and the Wii U Pro Controller.

Gyroscope: Switch the gyroscope on the Wii U GamePad on or off. This will have no effect when you're using the Wii U Pro Controller.

UI Display: Choose whether to display action prompts and currently assigned items in the corner of the screen. You can turn these off when you become familiar with the game.

IN-GAME MAPS

SEA CHART (OVERWORLD MAP SCREEN)

The Sea Chart displays Link's position in the overworld. It has 49 island sectors, but many islands are not shown on the Sea Chart at first. Find a Fishman near each island as you explore the Great Sea and feed him some All-Purpose Bait. The Fishman will draw the nearby island onto your Sea Chart and will give you a bit of information. The name of the island then appears at the top of the screen while the sector is selected. For a closer view of the island, zoom in on the sector after the island has been charted.



TIP

Fishman's Tips

Forgot a Fishman's advice? Never fear! Just select the sector on your Sea Chart, and you can hear his words of wisdom again.

The right side of the Sea Chart shows how many Treasure Charts you've found and how many of the Treasure Charts' treasures you've salvaged from the Great Sea's depths. The Treasure Charts are displayed on the left side of the Sea Chart; open each one and scroll through them to see where their treasure lies. The current wind direction also appears in the lower-right corner of the Sea Chart.

TREASURE CHARTS

There are 46 Treasure Charts hidden across the islands of the Great Sea. When you find one, examine it on the Sea Chart (overworld map screen). To pinpoint a Treasure Chart's sunken treasure, compare the islands you've charted with the Treasure Charts you've found. Match up the shapes of the islands to figure out the sector in which the treasure lies.



NOTE

Successful Salvaging

When you approach a sunken treasure's location, switch to its associated Treasure Chart and zoom in your current sector on the Sea Chart. The yellow X on the Treasure Chart shows the treasure's location, and the icon of Link's head on the sector map shows his position. Use the Treasure Chart to navigate over the sunken treasure and drop your Grappling Hook to retrieve it!

DUNGEON MAPS



Whenever you're in a dungeon, the Map screen displays a map of the dungeon instead of the Great Sea. Only the rooms you visit will appear on the in-game map until you find the Dungeon Map, after which the dungeon's entire layout appears. Use the buttons on the left to select the dungeon's different floors. Shaded rooms on your Dungeon Map have yet to be explored.

LOOT LOCATOR

When you find a dungeon's Compass, the locations of the dungeon's boss and the dungeon's treasure chests appear on the Dungeon Map.

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CONTROLLING LINK



BASIC CONTROLS

BUTTON	ACTION
Ⓛ	Move Link or highlight a menu option
Ⓡ	Change the camera angle
Ⓐ	Context-sensitive action button (open, speak, throw, lift, check, attack) or select a menu option
Ⓑ	Swing Link's sword or cancel a menu selection/return to the previous screen
Ⓧ, Ⓨ, and R	Item buttons—set items to Ⓧ, Ⓨ, and R to use them
ZL	target a character or enemy, or center the camera behind Link
ZR	Context-sensitive action button (crouch, defend, grab)

MOVEMENT

WALKING AND RUNNING



Push Ⓛ in the direction you want to move Link. The more pressure you apply to Ⓛ, the faster Link moves. To walk slowly, gently push Ⓛ.

JUMPING



No specific button command makes Link jump. Run off a ledge, and Link automatically jumps up and away from it.

CROUCHING AND CRAWLING



When Link's sword is not drawn, press and hold ZR to crouch. Hold ZR while pushing Ⓛ to crawl along the ground and into small tunnels. Crawling can help you sneak up on skittish creatures like wild pigs.

SIDLING



When you come to a narrow ledge that runs along a wall, face the wall, and the word "Sidle" will appear next to Ⓐ at the bottom of the screen. Press Ⓐ to flatten Link against the wall, and push Ⓛ to inch him along the narrow ledge. If Link is attacked while sidling, he falls off the ledge.

HANGING



If Link walks off a ledge or can't jump across a gap, he hangs from the edge by his fingers. Press Ⓛ to climb onto the ledge or Ⓛ◀ or Ⓛ▶ to shimmy hand over hand along the ledge. Link can also let go of the edge he's holding by pressing Ⓐ or Ⓛ▼.

CLIMBING



Link can climb up and down ladders and thick tangles of vines. Face the ladder or vines and press Ⓛ▲ to climb. Link can only climb up or down ladders, but he can move in any direction while climbing vines. To get down the ladder or vines right away, press Ⓐ and Link will drop.

LIFTING, CARRYING, AND THROWING OBJECTS



Press Ⓐ while facing an object to lift it and carry it. To set down the object without breaking it, press ZR. To throw and possibly shatter the object, press Ⓐ.

NOTE

Playing with Power

Link can't lift every item; some are too heavy for him to lift until he finds the Power Bracelets.

GRABBING, PUSHING, AND PULLING OBJECTS



If you can move an object such as a crate, block, or statue, the word "Grab" appears next to ZR at the bottom of the screen while Link faces the object. Press and hold Ⓐ to grab the object, and push or pull it with Ⓛ.

SWINGING FROM ROPES

If ropes are within range of his jump, Link automatically grabs them in midair. Use the following commands while swinging on a rope:



ROPE-SWINGING CONTROLS

COMMAND	BUTTON(S)
Jump onto the rope	Face the rope and run toward it with Ⓛ (Link jumps automatically)
Swing	Ⓛ and Ⓛ
Jump off the rope	Ⓐ
Stop swinging	ZR
Change direction	Push ◀Ⓛ or Ⓛ▶
Climb up or down the rope	Hold ZR and push Ⓛ or Ⓛ target a character or enemy, or center the camera behind Link

SWIMMING



Link automatically swims along the surface of deep water. Use Ⓛ to steer him. When Link is swimming, an air gauge appears in the screen's lower-right corner. If this gauge empties before Link reaches land or shallow water, he falls unconscious, loses a quarter of a Heart, and reappears where he jumped into the water.

SPEAKING, READING, AND CHECKING



When a yellow arrow hovers over a person or object, you can press Ⓐ to speak to the person or examine the object. Use this method to read signs and posters.

CAMERA

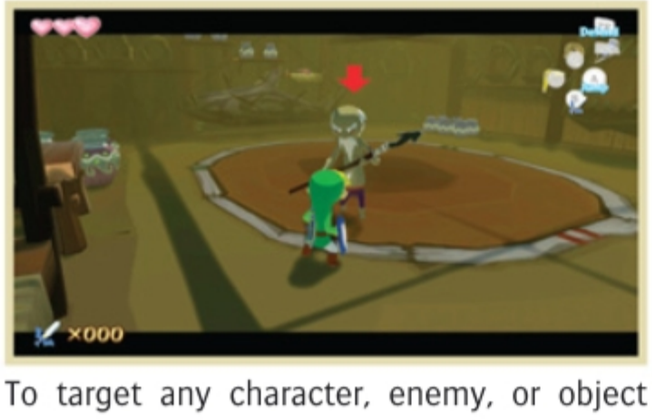


Use ◀Ⓡ to control the camera perspective. Press down on ◀Ⓡ until it clicks to enter first-person perspective (see through Link's eyes). Press ZL to center the camera behind Link again, returning it to its default state.

FIGHTING

To live up to the Hero of Time's legacy, Link must fight and defeat many enemies. Fortunately, he has invaluable sword skills.

ZL-TARGETING



To target any character, enemy, or object with a yellow arrow above its head, press and hold ZL. This is called ZL-targeting. Use Ⓛ to move Link around a targeted enemy. Any projectile weapons (such as the Boomerang or Hero's Bow) will automatically lock onto a ZL-targeted enemy. You don't even have to aim!

ROLLING ATTACK



While running, press Ⓐ to perform a rolling attack. A rolling attack isn't powerful in a battle, but it's a great way to knock down enemies or dislodge objects from high places such as shelves or trees. When traversing long distances on foot, roll over and over to get where you're going a little faster.

HORIZONTAL SLICE



Horizontal sword slices can hit several enemies in front of Link at once. Press Ⓑ without ZL-targeting an enemy to execute a horizontal slice, and keep pressing it to execute a flurry of horizontal slice attacks (combo).

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TIP

Go for Combos!

Link's attack combos end with powerful strikes that can knock enemies to the ground. This sets you up to finish them off or flee. Armed enemies drop their weapons when knocked down, rendering them highly vulnerable.

VERTICAL SLICE

To focus your attacks on one enemy, ZL-target the enemy and then press B to perform a vertical slice. Press B repeatedly to perform a vertical slice combo.



THRUST

A thrust is a quick attack that is tough to defend. Just ZL-target an enemy, hold L, and press B to thrust your sword at it. Press B repeatedly to execute a thrust combo.



SPIN ATTACK

A spin attack hits all enemies near Link at once. To perform a spin attack, hold down B for one second and then release it. You can also move L in a complete circle and press B to unleash a spin attack.



PARRY ATTACK

A parry attack turns your enemies' attacks against them. To perform a parry attack, ZL-target an enemy with your sword drawn. When your sword flashes green and A appears at the bottom of the screen, press A to evade your opponent's attack and unleash a strong counterattack.



TIP

The Bigger They Are...

A parry attack is an excellent way to weaken and defeat large enemies, because it both protects you and hurts them. A well-timed parry may also cause the enemy to drop its weapon. Rely on parries when you face larger foes like Moblins and Darknuts.

JUMP ATTACK



To jump attack, ZL-target an opponent and press A. This is a great way to break through an enemy's defenses if it blocks your B attacks. Like parries and combos, jump attacks can also knock an enemy's weapon from their grip.

DEFEND

With your sword drawn, press and hold ZR to raise your shield and defend yourself against attacks. This blocks most attacks, and some enemies' weapons fly out of their hands after they strike your shield!



TIP

A Moment of Reflection

Defend with Link's shield to reflect certain projectile attacks (such as Octorok rocks) back at the attacker. You can also reflect beams of light once you obtain the Mirror Shield, for a variety of benefits. See the Mirror Shield's section in the "Equipment and Items" chapter for details.

EVASIVE MANEUVERS

While ZL-targeting an enemy, push L◀ or L▶ and press A to sidestep them. Push L▼ and press A to execute a backflip and put distance between you and your foe.



PUT AWAY SWORD

To return Link's sword to its sheath and use actions you cannot perform when the sword is drawn (such as crouching and crawling), press A without pushing L in any direction.



SAILING

The majority of the overworld is covered in water. Fortunately, Link meets up with a talking boat, the King of Red Lions, early in the game. Controlling the King of Red Lions is similar to controlling Link.

GETTING IN AND OUT OF THE BOAT

Use Ⓐ to climb aboard or hop out of the boat. If you face the King of Red Lions' head when you press Ⓐ, you'll speak to him instead of climbing into the boat.



WIND DIRECTION



The King of Red Lions is a sailboat, powered by wind. The yellow arrow at the stern (rear) of the boat indicates the wind's direction. The boat moves fastest when it's heading in the direction of the arrow, and it slows to a crawl when sailing into the wind. Conduct the Wind's Requiem with the Wind Waker to change the wind's direction and hasten your travels.

RAISING AND LOWERING THE SAIL

To raise the sail, simply press Ⓑ while standing aboard the King of Red Lions. Press Ⓑ again to lower the sail and slow down. To stop the boat, hold Ⓐ.



JUMPING AND TIGHT TURNS



After you extend the sail and the boat is up to speed, press ZR to jump over enemies and obstacles. If you push L or L as you land, the boat makes a tight turn in that direction.

CRUISING WITHOUT A SAIL



When not using a sail, hold ZR to cruise slowly in the boat. This isn't recommended for long trips—it takes three game days to cross a sector—but it's perfect for precise maneuvering, such as when you're trying to stop on top of a sunken treasure.

USING ITEMS IN THE BOAT



You can use most Ⓧ, Ⓨ, and R items normally in the boat. Using a Ⓧ, Ⓨ, or R item puts away the sail. Some items, such as the Grappling Hook and bombs, transform into different items when you use them in the boat. Once you have the Grappling Hook, press ✣ to ready the Grappling Hook for salvage operations. Once you have Bombs, press ✣ to ready the boat's Cannon for battle.

COMPASS AND CLOCK



When you're sailing in the boat, a compass and a clock replace the area map. The red tip of the compass arrow points north, and the clock gives you the approximate time of day.

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ENVIRONMENTAL OBJECTS

The Great Sea is vast and varied, with environmental objects and obstacles that can help or hinder Link in his quest.

OVERWORLD OBJECTS

While sometimes found in dungeons, the following objects are more commonly encountered in the overworld.

BOMB FLOWERS



These brightly colored flowers have bombs in their centers. Pluck the bomb from the flower with Ⓐ and then throw it with Ⓐ or set it down somewhere with ZR. Bombs from Bomb Flowers are identical to the quest item bombs, except you can't store them or carry them with you. Bomb Flowers are volatile and explode if an object hits them, such as your sword or a thrown rock.

CYCLONES



Until you defeat Cyclos, his cyclones roam the Great Sea's surface and suck up any boat that gets too close. If you have the Hero's Bow, steer into a cyclone and shoot Cyclos with an arrow to get rid of the cyclones. Cyclos will then teach you the Ballad of Gales, which lets you use his cyclones to rapidly travel the Great Sea.

GHOST SHIP LONG GRASS AND BUSHES



The Ghost Ship appears near seven islands during the seven different phases of the moon. Once you find the Ghost Ship Chart during the main adventure, you'll be able to sail into the Ghost Ship and explore it. Until then, the Ghost Ship vanishes when you approach.

GHOST SHIP LOCATIONS

PHASE OF MOON	ISLAND (SECTOR)
●	Five-Star Isles (G7)
◑	Star Belt Archipelago (G3)
☾	Greatfish Isle (B4)
○	Crescent Moon Island (E1)
☽	Diamond Steppe Island (A6)
◐	Bomb Island (F5)
●	Spectacle Isle (C2)

HOLES



Occasionally Link comes across holes in the ground. Sometimes they're under rocks, sometimes thick grass covers them, and sometimes they're in the open. Drop into them to reach a hidden cavern below the island's surface.



Link can cut down grass, bushes, flowers, and small trees with his sword. You often find common items, such as Rupees or Hearts, under the foliage.

NARROW LEDGES



Link can sidle across or hang from narrow ledges, but if an enemy attacks him or he is otherwise injured, he falls of the ledge.

POSTBOXES



Many of the Great Sea's islands have red postboxes. Check them to see if you have mail or use them to mail letters from your Delivery Bag. A postbox wiggles and shakes when it has a letter for you to read.

NOTE

Magic Mail

All postboxes are mysteriously linked, so if you see that you have a letter, you can open any postbox on any island to get it. You can also send letters from any postbox, but the closer you are to Dragon Roost Island (F2), the cheaper the postage!

RINGS OF LIGHT



The rings of light that float on the Great Sea's surface indicate a sunken treasure chest. As you sail to them, the rings fade, but a tinkling chime grows louder as you approach the chest. Bright rings of light with beams shining up from their center indicate the sector's special sunken treasure, but these only appear after you find and open their matching Treasure Chart.

ROCKS



Link can pick up and throw small rocks from the game's beginning, but he can't lift large rocks carved with faces until he has the Power Bracelets. Light gray rocks with cracks in them can be bombed into pieces.

SEA PLATFORMS



Not to be confused with generic platforms, which describe any flat surface suspended in midair, Sea Platforms are enemy outposts scattered around the Great Sea's surface. Defeat the Sea Platform's guards to get treasures, such as Rupees, Treasure Charts, or Pieces of Heart! Sometimes you must destroy a Sea Platform's cannons to reveal its treasure.

STAKES AND PEGS



When you approach a large wooden stake or peg and a yellow targeting arrow appears over it, ZL-target the spike or peg and swing the Skull Hammer to pound it down. Some stakes are spiked, mind you, so don't get too close!

SUBMARINES



Several submarines piloted by Ganon's minions lurk beneath the Great Sea's waves. When you find one, hop out of the boat and enter the submarine to fight the enemies inside and claim a valuable treasure, like a Treasure Chart, Piece of Heart, or an Empty Bottle.

TREES



Link can knock items out of trees by using a rolling attack on a tree trunk. Link's Hookshot also can target trees and pull him up to them. Makar can plant Deku Seeds in soft earth and grow a tree.

UPDRAFTS



Updrafts are small cyclones. If Link glides into one with his Deku Leaf, it propels him upward. Use updrafts to glide to areas that are higher than the ledge from which you started your glide.

WATER



Link can swim on the surface of deep water, but only for as long as the air in his air gauge lasts. He can wade through shallow water without having to worry about the air gauge. Some streams and rivers have strong currents that pull Link along if he falls into them.

WHIRLPOOLS



Link has to make his way through more than one whirlpool over the course of the game. When you are caught in a whirlpool, you have to complete some objective, such as defeating an enemy, to avoid being pulled in. If you are sucked into a whirlpool, you reappear in a different sector of the Great Sea and lose Hearts from your Life Gauge.

WIND



Wind is important in *The Wind Waker*. It determines your boat's momentum, and it can work for or against you when you're gliding with your Deku Leaf. Know whichway the wind is blowing!

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DUNGEON OBJECTS

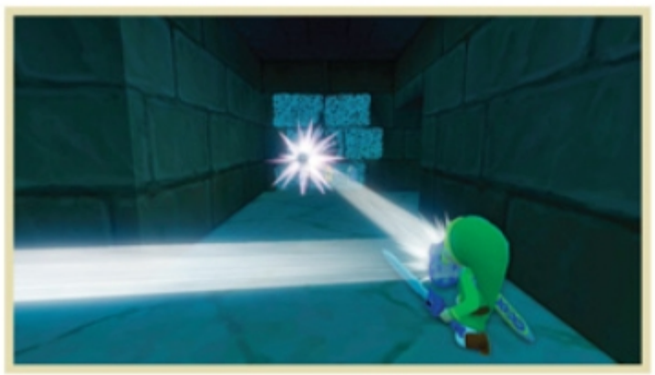
While sometimes found in the overworld, the following objects are more commonly encountered in dungeons.

BABA BUDS



Jump into these purple buds, and they give your Magic Meter a boost and propel you into the air! While in the Baba Bud, use L and R to turn and position yourself in the desired direction. When you shoot out, press A to soar in the direction you're facing.

LIGHT BEAMS



Link and Medli can reflect light beams with their Mirror Shield and harp, respectively. Reflected light beams disintegrate some objects, reveal translucent chests, and injure certain enemies.

BIG KEY LOCKED DOORS



The door to each boss chamber is sealed, and you need a Big Key to open it. To open the door and fight the boss, you need to find the dungeon's Big Key.

BLOCKS AND CRATES



Link can push or pull blocks and crates and can lift crates over his head. He can also climb onto blocks and crates by facing them and pushing L. Crates float; blocks don't—valuable information when aiming to complete certain puzzles!

BRIDGES



Be careful when fighting on rope bridges. They sway dangerously, and Link's sword can cut through the bridge's support ropes, sending the whole bridge crashing down! Fire will burn away a bridge's ropes too.

CABLE PLATFORMS



Found in the Forbidden Woods, these platforms run along a cable above them. Call one to you by blowing a Deku Leaf wind gust at a nearby pinwheel. Once aboard a cable platform, turn around and use the Deku Leaf again to blow a gust of wind that propels the platform back along its cable.

CHESTS



Chests contain treasures, and none are locked. Open any chest by standing in front of it and pressing A. All unopened chests in a dungeon are marked on the Dungeon Map after you find the dungeon's Compass. Some chests in the Earth Temple are translucent, and you must reveal them by reflecting a beam of light at them before they can be opened.

CRACKED FLOOR TILES



Link can smash through cracked floor tiles by standing on them and then equipping the Iron Boots or by placing a bomb near the cracked tile.

EYE PLAQUES



These decorations, seen in the Tower of the Gods, trigger an action when you shoot them with an arrow.

ICE



Icy surfaces are slick, and it's hard to control Link when he moves across them. Move slowly, and don't make sudden L movements!

LAVA



Lava is hot. If you fall in it, you lose a quarter of a Heart and reappear at the room's entrance. Burn!

LOCKED DOORS



Locked doors open with Small Keys. Each dungeon has as many Small Keys as it has locked doors. You cannot use Small Keys from one dungeon to open locked doors in another dungeon.

PARALYZING FOG



Seen in the Earth Temple, this bluish fog makes Link temporarily unable to use his sword or Ⓧ, Ⓨ, and Ⓡ items. Link recovers a few seconds after escaping the fog.

PILES OF LEAVES



Link comes across several piles of leaves in the Forbidden Woods. Blow them away with a Deku Leaf wind gust, or set them on fire with a burning Deku Stick, to find hidden goodies.

PINWHEELS



You can activate pinwheels by a wind gust from Link's Deku Leaf. Once spinning, they activate a nearby object, such as a cable platform.



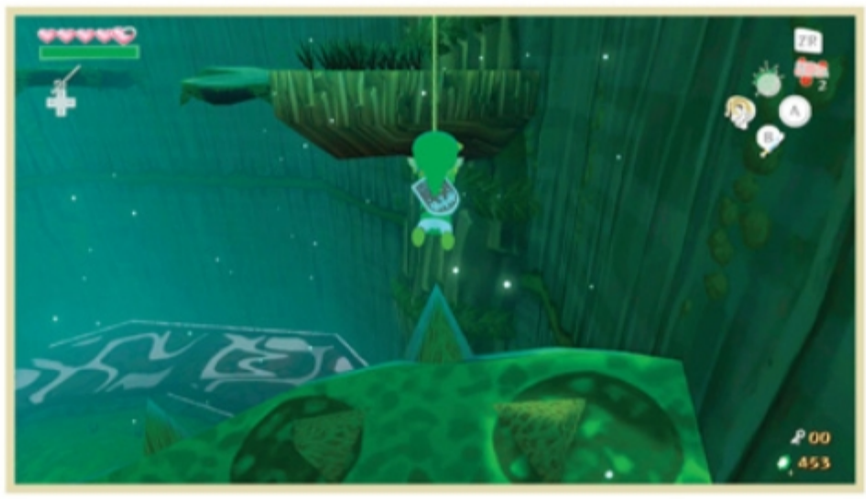
POLES

These horizontal poles come in a variety of shapes and sizes, but you can use them all as targets for Link's Grappling Hook. Hold ZR to stop swinging and then press Ⓛ to climb the Grappling Hook's rope and stand on top of the poles.



POTS

Every dungeon is littered with fragile pots, many of which contain common items. Some dungeons also have pinecones or skulls that function the same way as pots. Smash them with Link's sword and see what you find.



ROPES

Link can jump onto ropes and swing or climb them. Press Ⓐ to make Link let go of the rope at the height of a swing, and he'll soar through the air to reach distant spots.



SEALED DOORS

Some dungeon doors are sealed. To open them, you must usually accomplish an objective in the room, such as defeating all of the room's enemies or activating a switch. Small Keys do not unlock sealed doors.



SPIKES

Sharp, pointy spikes are best avoided. Contact with them knocks Link's Life Gauge down a Heart or two.

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SPRINGBOARDS



Climb onto a springboard and use the Iron Boots to compress it. Remove the Iron Boots, and the springboard catapults Link into the air much like a Baba Bud.

SWITCHES



Switches are pressure-sensitive objects that trigger an effect when stepped on. Switches come in all shapes and colors, but there are three basic types:

- √ **Pressure switches** remain activated after you step of them.
- √ **Constant pressure switches** require some sort of weight to hold down the switch.
- √ **Simultaneous pressure switches** have to be activated by keeping weight on multiple switches.

TORCHES



Torches are stationary objects that illuminate darkened rooms. Link can use torches to light Deku Sticks he's holding. Unlike a lit Deku Stick, torches never burn out.

WARP POTS



Most dungeons have three Warp Pots, but boards or rocks seal most of them. Use fire or a jump attack to get rid of a Warp Pot's boards, and use bombs to blast away a Warp Pot's rocks. Once unsealed, a Warp Pot becomes active. Drop Link into an activated Warp Pot, and he'll pop out of another Warp Pot elsewhere in the dungeon. If Link hasn't activated any other Warp Pots, he simply reemerges from the same Warp Pot.

WATER POTS



You can lift and throw water pots at enemies who are vulnerable to water, and you can throw them onto hot lava to create temporary platforms on which Link can stand. Create a platform on a lava plume and jump on; ride the platform upward when the lava plume flares into the air.

WIND CRESTS



When you see one of these circular blue tiles, stand on it and conduct the Wind's Requiem with the Wind Waker. You always get a nice surprise!



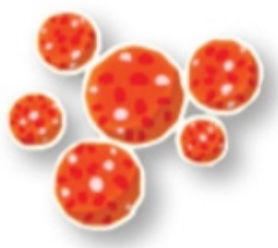
EQUIPMENT AND ITEMS

EQUIPMENT AND ITEMS

COMMON ITEMS

Find common items by smashing pots, cutting grass, visiting shops, or defeating enemies. There is no limit to the common items that Link can find or purchase, but there are restrictions on how much he can carry. The sole exception is Blue Chu Jelly - only 22 of these most rare Chu Jellies can be found in all of the Great Sea.

ALL-PURPOSE BAIT



Where to find it: Purchase it from Beedle or Rats.

Where it's stored: Bait Bag

What to do with it: Use it near a Fishman to make the Fishman surface and chart the nearest island on your Sea Chart. You can also use it to lure small pigs or to persuade large pigs to dig in dark soil. Use it near a Rat hole to make the Rats stop attacking you and open their shop.

ARROW



Where to find it: Grass, breakable objects, defeated enemies, or purchased from Beedle

Where it's stored: Items subscreen

What to do with it: Arrows are ammunition for the Hero's Bow. Link can only fire the Hero's Bow when he has arrows. When Link first finds the Hero's Bow, he can carry up to 30 arrows. The Great Fairies at Western Fairy Island (A3) and Thorned Fairy Island (G4) can upgrade Link's carrying capacity to 60 and then 99 arrows.

BOKO BABA SEED



Where to find it: Boko Baba enemy spoil

Where it's stored: Spoils Bag

What to do with it: Link can exchange four Boko Baba Seeds for a Blue Potion by giving them to Hollo in Forest Haven (F6).

BOMB



Where to find it: Grass, breakable objects, defeated enemies, purchased from Beedle, purchase from Cannon

Where it's stored: Items subscreen

What to do with it: If Link has bombs, he can use the bombs item in the Items subscreen. Bombs can be used as weapons, as well as tools for clearing obstacles.

CHU JELLY



Red Chu Jelly *Green Chu Jelly* *Blue Chu Jelly*

Where to find it: Red, Blue, Yellow, and Green ChuChu enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 15 Green or Blue Chu Jellies to Doc Bandham on Windfall Island (D2), and he'll invent the Green or Blue Potion, respectively. After a potion has been invented, Link can exchange five Chu Jellies of the matching color to Doc Bandham for an additional dose of the potion. (The Red Potion is invented by default.)

DEKU STICK

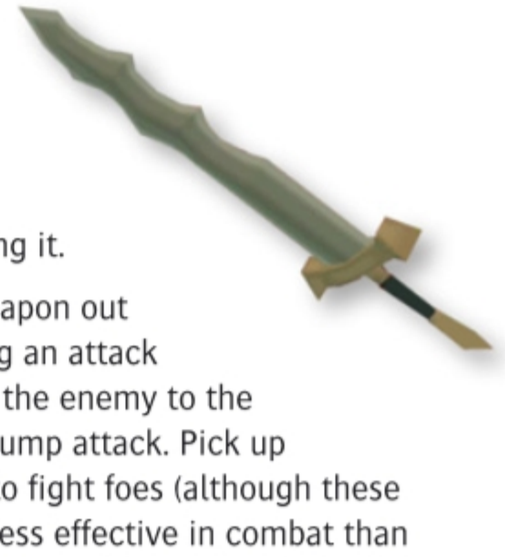


Where to find it: In pots or carried by Bokoblins, or dropped by Boko Babas

Where it's stored: In Link's hands. Link can only carry one at a time and can't use any items while holding a Deku Stick.

What to do with it: Use a Deku Stick as a crude weapon (swing it with Ⓐ or throw it with Ⓑ). Light it from a burning torch by pointing the end into the torch's flame. You may then use the lit Deku Stick to burn away ropes or wooden objects.

ENEMY WEAPONS



Where to find it: Carried by enemies

Where it's stored: In Link's hands. Link can carry only one enemy weapon at a time and can't use any items while holding it.

What to do with it: Knock a weapon out of an enemy's hands by blocking an attack with your shield or by knocking the enemy to the ground with a combo, parry, or jump attack. Pick up enemy weapons and use them to fight foes (although these larger weapons are slower and less effective in combat than Link's sword). Some blocked doorways can only be opened by throwing an enemy weapon through them.

FAIRY

Where to find it: Pots, Fairy Fountains

Where it's stored: Use it right away or capture it in an Empty Bottle for later use.

What to do with it: Touching a Fairy fills up to 10 Heart Containers in Link's Life Gauge. Use an Empty Bottle to catch a Fairy and save it for later. If Link's Life Gauge is depleted, the Fairy automatically pops out of the bottle and refills up to 10 Heart Containers, averting a "game over."



GOLDEN FEATHER

Where to find it: Kargoroc, Peahat, and Winged Mothula enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 20 of these to Hoskit on Dragon Roost Island (F2), and Hoskit's girlfriend sends Link a thank-you letter containing a Piece of Heart.



HEART

Where to find it: Grass, breakable objects, defeated enemies

Where it's stored: Life Gauge

What to do with it: One Heart refills one empty Heart Container in Link's Life Gauge. If Link has no empty Heart Containers, picking up a Heart has no effect.



HYOI PEAR

Where to find it: Purchased from Beedle or Rat

Where it's stored: Bait Bag

What to do with it: Use a Hyoi Pear near a seagull to take control of the seagull and fly it around. Fly the seagull into switches to activate them. If you press ZR or an enemy hits the seagull, you lose control of it.



JOY PENDANT

Where to find it: Chests, pots, Bokoblin enemy spoil, Auction House, quest rewards

Where it's stored: Spoils Bag

What to do with it: Miss Marie, Windfall Island's (D2) school teacher, loves Joy Pendants. Give her one to get a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed as part of the main quest. Give her another 20 to get Treasure Chart #45.



KNIGHT'S CREST

Where to find it: Chests, Darknut enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 10 Knight's Crests to Orca on Outset Island (B7), and he teaches Link the Hurricane Spin attack.



MAGIC JARS



Small Magic Jar



Large Magic Jar

Where to find them: Grass, breakable objects, defeated enemies

Where they're stored: Magic Meter

What to do with them: Large and small Magic Jars replenish Link's Magic Meter. If Link's Magic Meter is full, picking up Magic Jars has no effect.

RUPEES



Green Rupee (1 Rupee)



Blue Rupee (5 Rupees)



Yellow Rupee (10 Rupees)



Red Rupee (20 Rupees)



Purple Rupee (50 Rupees)



Orange Rupee (100 Rupees)



Silver Rupee (200 Rupees)

Where to find them: Grass, breakable objects, defeated enemies, chests, side quest rewards, selling enemy spoils to Beedle...just about everywhere!

Where they're stored: Link's Rupee Wallet

What to do with them: Rupees are the currency of the Great Sea islands. Use them to purchase goods and services. At the game's start, Link can carry only 500 Rupees, but the Great Fairies at Outset Island (B7) and Northern Fairy Island (C1) can upgrade his carrying capacity to 2,000 and then 5,000 Rupees.

SKULL NECKLACE

Where to find it: Moblin enemy spoil

Where it's stored: Spoils Bag

What to do with it: On Windfall Island (D2), give Maggie's father 20 Skull Necklaces to get Treasure Chart #2. Also on Windfall, give three Skull Necklaces to Dampa the sailor to play his "Piggy-Sitting" minigame.



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TRADING QUEST ITEMS

Where to find them: Zunari's Stall, Wandering Goron Merchants



Where they're stored: Delivery Bag

What to do with them: Use these items during the trading quest side quest that begins at Zunari's Stall on Windfall Island (D2) and takes you to the three Traveling Merchants on Greatfish Isle (B4), Bomb Island (F5), and Mother & Child Isles (B2). For more information on the trading quest, see the "Windfall Island (D2)" section in the "Islands of the Great Sea" chapter. After completing the trading quest, use the items to decorate Windfall Island, which impresses Sam so much that he gives Link a Piece of Heart.

TREASURE SPHERE

Where to find it: Dropped by larger enemies



Where it's stored: N/A

What to do with it: Larger enemies, such as Moblins, Darknuts, and Seahats, often leave behind these spheres, each of which contains a handful of common items. Shatter them with Link's sword to release the items. Treasure spheres don't disappear over time, so you can wait to break them open if you like.

DUNGEON ITEMS

There are a handful of items that Link finds only in dungeons. All of these items (except the Heart Container) can only be usedin the dungeons in which Link finds them.

BIG KEY

Most dungeons have a Big Key that Link must find before he can open the door to the boss's lair and fight the boss. The Big Key is one of the last items Link finds in a dungeon.



HEART CONTAINER

Link receives a Heart Container in most dungeons after defeating the dungeon's boss. Pick up the Heart Container to completely fill Link's Life Gauge. The more Heart Containers Link has, the more damage he can absorb before fainting.



COMPASS

Each dungeon's Compass shows the location of any unopened treasure chests on the Dungeon Map. It also shows Link's current position and the location of the dungeon's boss.



NOTE

Heart's in the Right Place

For every four Pieces of Heart you find, you complete another Heart Container, extending Link's Life Gauge.

DUNGEON MAP

The Dungeon Map gives you an in-game floor plan for the dungeon. Rooms you've explored are light, and rooms you haven't visited are dark. Use the buttons on the left to view each floor of the dungeon.



SMALL KEY

Small Keys are used to open locked doors. Each dungeon has exactly as many Small Keys as it has locked doors, and Small Keys can only be used in the same dungeon that they are found in.





QUEST ITEMS

Quest items are unique items that Link finds during his quest. Most of them are stored on the Items subscreen, and you must set many of them to Ⓧ, Ⓨ, or Ⓡ to be used. Unlike common items, quest items are few and far between, and Link has to accomplish a task to get them.

BAIT BAG

Where to find it: Purchased from Beedle

Where it's stored: Items subscreen



What to do with it: Purchase the Bait Bag to allow Link to hold up to eight Hyoi Pears or packets of All-Purpose Bait. It's a good idea to pick up one of these early in the adventure and to always keep a supply of bait on hand.

BOAT'S SAIL

Where to find it: Purchased from Zunari on Windfall Island (D2) (p. 81)

Where it's stored: Quest Status subscreen



What to do with it: Use the Boat's Sail while sitting in the King of Red Lions to propel the boat by wind. For maximum speed, make sure the wind is blowing in the direction you're heading.

BOMBS

Where to find them: Tetra's pirate ship (p. 141)

Where they're stored: Items subscreen



What to do with them: The Bombs item allows Link to carry and use bombs as weapons. Set it to Ⓧ, Ⓨ, or Ⓡ to pull out a bomb. Bombs explode just seconds after being used. Throw one with Ⓐ or set it down with ⓏⓇ. Use bombs as weapons against enemies or to blast large, cracked rocks and other obstacles into pieces.

NOTE

Ready, Aim...

In the King of Red Lions, the Bombs item becomes a cannon that fires bombs. Use Ⓛ to aim the cannon, and press Ⓑ to fire. Use the cannon to sink Warships or destroy gates and other obstacles.

BOOMERANG

Where to find it: The Forbidden Woods (p. 121)

Where it's stored: Items subscreen



What to do with it: Set the Boomerang to Ⓧ, Ⓨ, or Ⓡ to use it. Press the button to bring up a first-person targeting view. Use Ⓛ to select up to five targets, then press the Boomerang button again to hit the targets in the order you targeted them. You can ⓏⓁ-target an enemy or object, and press the Boomerang button to send it flying after its target.

TIP

Hero's Best Friend

Defeat weak enemies and stun larger ones with the Boomerang. Use it to shatter pots, hit switches, and collect common items from a distance. It is one of Link's most valuable and versatile tools, and he's sworn by it since his very first adventure!

CABANA DEED

Where to find it: Given by Miss Marie (p. 232)

Where it's stored: Delivery Bag



What to do with it: Trade 20 Joy Pendants to Miss Marie (the Windfall Island schoolteacher) to get the Cabana Deed. The Cabana Deed allows Link to enter the cabana on the Private Oasis (E5), which becomes Link's Oasis after he shows the Cabana Deed to the doorman.

COMPLIMENTARY ID

Where to find it: In a letter from Beedle

Where it's stored: Delivery Bag



What to do with it: After purchasing 30 items from Beedle, Link earns a Silver Membership to Beedle's Shop Ship, and Beedle sends you the Complimentary ID. Show the Complimentary ID to Beedle at any of his Shop Ship locations, and he compliments Link! This is a one-time-use item.

DEKU LEAF

Where to find it: Forest Haven (F6) (p. 112)

Where it's stored: Items subscreen



What to do with it: To use the Deku Leaf, set it to Ⓧ, Ⓨ, or Ⓡ. Use the Deku Leaf while Link's in the air, and he'll glide as long as his Magic Meter has energy. Gliding slowly depletes Link's Magic Meter, and Link drifts downward as he glides. Glide into an updraft to cross greater distances and reach higher platforms.

TIP

Blow 'Em Away

Use the Deku Leaf when Link is on the ground to send an air gust at enemies and objects. Face the enemy or object (or ⓏⓁ-target it) and press the Deku Leaf button. Blowing wind gusts do not deplete Link's Magic Meter, but he can't blow wind gusts if his Magic Meter is empty.

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DELIVERY BAG

Where to find it: Dragon Roost Island (F2) (p. 89)

Where it's stored: Items subscreen



What to do with it: The Delivery Bag allows Link to carry up to eight specific items, including the Cabana Deed, letters to mail, and trading quest items. Set these items to Ⓧ, Ⓨ, or Ⓡ to use them. Link receives it as a gift from Quill when he first arrives on Dragon Roost Island.

EMPTY BOTTLES

Where to find them: Four locations (see below)

Where they're stored: Items subscreen



What to do with them: Empty Bottles allow Link to obtain and carry potions, bottled Fairies, Elixir Soup, and Forest Water. Reuse them when they are empty. Link can find four Empty Bottles:

1. Medli gives one Empty Bottle to Link at the Dragon Roost Cavern's (F2) entrance during the main quest (p. 90).
2. Link can buy one from Beedle at Rock Spire Isle (B3) (p. 171).
3. Link gets one if he catches Mila trying to crack Zunari's safe in Windfall Island (D2) (p. 183).
4. Link can win the fourth as a prize for defeating the enemies in the submarine near Bomb Island (F5) (p. 108).

NOTE

Gotta Have Bottles

For more information on how to get each of these Empty Bottles, refer to the walkthrough or the appropriate island sectors in the "Islands of the Great Sea" chapter.

FILL-UP COUPON

Where to find it: In a letter from Beedle

Where it's stored: Delivery Bag



What to do with it: After purchasing 60 items from Beedle, Link earns a Gold Membership, and Beedle sends Link the Fill-Up Coupon. Use the Fill-Up Coupon at Beedle's Shop Ship to replenish Link's Life Gauge, Magic Meter, and his supply of bombs and arrows.

FOREST FIREFLY

Where to find it: Forest Haven (p. 127)

Where it's stored: In a bottle on the Items subscreen



What to do with it: The Forest Firefly is the brightest firefly in the Forest Haven, emitting seven colors of light. Catch it in an Empty Bottle and take it to Lenzo, who rewards you with a Joy Pendant.

FOREST WATER

Where to find it: Forest Haven (F6) (p. 241)

Where it's stored: In a bottle on the Items subscreen



What to do with it: There are eight withered Deku Trees across the islands of the Great Sea. Fill an Empty Bottle with Forest Water at the Forest Haven, and use it to water all eight Deku Trees within 30 minutes to get a Piece of Heart.

NOTE

Save the Trees!

For more information on the Deku Tree side quest, refer to the "Forest Haven (F6)" section of the "Islands of the Great Sea" chapter (p. 321).

GRAPPLING HOOK

Where to find it: Dragon Roost Cavern (p. 100)

Where it's stored: Items subscreen



What to do with it: Set the Grappling Hook to Ⓧ, Ⓨ, or Ⓡ and press the button to bring up a first-person targeting view. Target an overhead pole and press the button again to throw the Grappling Hook up to it and swing from it.

GRAPPLING HOOK CONTROLS (ON LAND)

COMMAND	BUTTON(S)
Target	Press Ⓧ, Ⓨ, or Ⓡ and then use Ⓛ (or angle the Wii U GamePad)
Grapple	Release Ⓧ, Ⓨ, or Ⓡ

GRAPPLING HOOK CONTROLS (WHILE SWINGING)

COMMAND	BUTTON(S)
Swing	Ⓛ and Ⓛ
Jump of of the rope	Ⓐ
Stop swinging	Hold ⓏⓇ
Change direction	Ⓛ or Ⓛ
Climb up or down the rope	Stop with ⓏⓇ, then press ⓏⓇ and Ⓛ or Ⓛ

TIP

Take That!

You can ⓏⓁ-target enemies and use the Grappling Hook to pull spoils from them before defeating them. Use this technique to get Chu Jelly from ChuChus, Boko Baba Seeds from Boko Babas, Joy Pendants from Bokoblins, Golden Feathers from Peahats and Kargorocs, Skull Necklaces from Moblins, and Knight's Crests from Darknuts!

NOTE

Long-Lost Loot

In the King of Red Lions, the Grappling Hook becomes a salvage crane that hauls up sunken treasure chests marked by rings of light on the surface of the Great Sea.

Grappling Hook Controls (In Boat)

Command	Button(s)
Drop salvage crane (in boat)	✚
Swing salvage crane to boat's other side	Ⓛ or Ⓛ

Treasure-Hauling Tips



A ring of light on the Great Sea indicates a treasure chest under the water that you can haul up with the Grappling Hook. The ring of light fades as you approach it, however, making it tricky to determine where to drop the Grappling Hook.



Face the ring of light with the wind at your back and sail directly toward it. When the ring of light vanishes as you approach, press ✚ to put away your sail and drop your Grappling Hook into the water. If you time it right, you'll hook the chest on the first try!

Pay attention to the tinkling chimes as you approach the treasure. The louder the tinkling, the closer you are.



Rings of light with bright beams of light in their centers mark special treasures that Treasure Charts lead to. These brighter lights are even faster to fade as you approach them. Use the Treasure Chart and Sea Chart to see your boat's position relative to the treasure. Move toward the treasure by steering the boat with Ⓛ while holding ⓏⓇ and drop the Grappling Hook when you're right on top of it.

HERO'S BOW

Where to find it: Tower of the Gods (E5) (p. 158)

Where it's stored: Items subscreen



What to do with it: Set the Hero's Bow to Ⓧ, Ⓨ, or Ⓡ, and press the button to bring up a first-person targeting view. Aim the bow with Ⓛ (or by angling the Wii U GamePad) and press the button again to fire an arrow. To ⓏⓁ-target enemies, press Ⓧ, Ⓨ, or Ⓡ to shoot an arrow without having to aim. The Hero's Bow is usable only if you have arrows in your inventory.

ARROW TYPES

During his adventure, Link powers up his Hero's Bow so it can shoot different arrows. Arrow items in his inventory are always used as ammunition.

Standard Arrows: Normal arrows do the least damage, but they don't cost any magic energy to fire.

Fire Arrows: Obtained from the Fairy Queen in the Mother & Child Isles (B2), Fire Arrows can melt ice, set enemies on fire, and do more damage than standard Arrows. Each Fire Arrow depletes Link's Magic Meter.

Ice Arrows: Also obtained from the Fairy Queen, Ice Arrows can cool lava, freeze enemies, and do more damage than standard arrows. Each Ice Arrow depletes Link's Magic Meter.

Light Arrows: Link gets Light Arrows after defeating Phantom Ganon inside Ganon's Tower. They are one of the few weapons that can damage Ganon. A single Light Arrow can defeat any non-boss enemy. Each Light Arrow fired costs a small amount of magic energy.

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HERO'S CHARM

Where to find it: At the bottom of the Savage Labyrinth on Outset Island (B7) (p. 235)

Where it's stored: Quest Status subscreen



What to do with it: Link gets the Hero's Charm by clearing all 50 floors of the Savage Labyrinth on Outset Island (B7). When it's equipped, Link wears this mask, and the Life Gauge of any nearby enemy is displayed above its head.

HERO'S SHIELD

Where to find it: Grandma's house on Outset Island (B7) (p. 68)

Where it's stored: Quest Status subscreen



What to do with it: Hold ZR while Link's sword is drawn to raise the Hero's Shield and deflect incoming enemy attacks. Projectile attacks bounce of the Hero's Shield and back at Link's attacker, causing some enemies' weapons to fly out of their hands (especially Bokoblins' Deku Sticks). The Hero's Shield is replaced with the Mirror Shield later in the adventure. It is automatically equipped to ZR and cannot be assigned to any other button.

HERO'S SWORD

Where to find it: Given to Link by Orca on Outset Island (B7) (p. 66)

Where it's stored: Quest Status subscreen



What to do with it: The Hero's Sword is Link's first sword. To get it, complete Orca's training at the very beginning of the adventure. Though it lacks the Master Sword's length and power, the Hero's Sword is a quick weapon that suits Link's swift fighting style. It is equipped to B and cannot be assigned to any other button.

HOOKSHOT

Where to find it: Wind Temple (p. 222)

Where it's stored: Items subscreen



What to do with it: The Hookshot is a cross between the Grappling Hook and the Hero's Bow. Assign it to X, Y, or R, and press the button to bring up a first-person targeting view. Target an object with L and press the button again to fire the Hookshot at it. You can ZL-target an object or enemy and press the Hookshot button to fire the Hookshot without aiming.

NOTE

Watch Your Weight!

If Link targets an object that is heavier than he is (e.g., a treasure chest or a tree), then the Hookshot pulls him to the object. If the object is lighter than Link (e.g., a small enemy or a common item) or if Link is wearing the Iron Boots, then the Hookshot pulls the object toward Link. The Hookshot has a shorter range than the Boomerang or the Hero's Bow, but its versatility as both a tool and a weapon makes up for it.

IRON BOOTS

Where to find them: Ice Ring Isle (E6) (p. 214)

Where they're stored: Items subscreen



What to do with them: Set the Iron Boots to X, Y, or R to use them. Link walks slowly in the Iron Boots, but they greatly increase his weight. He can walk through strong winds without being blown back, and he can use them to stomp through cracked floor tiles or activate springboards. When worn while using the Hookshot, the Iron Boots let Link pull down heavy objects, like the stone masks seen on the Wind Temple's walls.

LETTERS

Where to find them: Various locations

Where they're stored: Delivery Bag



What to do with them: Characters sometimes give Link letters to be delivered to other characters. Usually this simply involves locating a postbox, opening the Delivery Bag, and using the letter while standing near the postbox to mail it. Occasionally, Link needs to personally deliver a letter to a character, so pay attention to his delivery instructions!

MAGIC ARMOR

Where to find it: During the Windfall Island (D2) trading side quest (p. 296)

Where it's stored: Items subscreen



What to do with it: Link receives the Magic Armor during the trading quest that begins at Zunari's Stall on Windfall Island (D2). When equipped, Magic Armor causes Link to lose Rupees instead of Hearts when he sufers damage, making him invincible for as long as he has Rupees in his Wallet.

NOTE

Tricks of the Trade

For more information on the trading quest, refer to the "Windfall Island (D2)" section of the "Islands of the Great Sea" chapter (p. 296).

MASTER SWORD

Where to find it: Hyrule Castle (p. 168)

Where it's stored: Quest Status subscreen



What to do with it: The Master Sword is the blade of the legendary Hero of Time, and it is longer, faster, and more powerful than the Hero's Sword. The Master Sword replaces the Hero's Sword in Link's inventory.

MIRROR SHIELD

Where to find it: Earth Temple (p. 202)

Where it's stored: Quest Status subscreen



What to do with it: The Mirror Shield is stronger than the Hero's Shield, and it replaces the Hero's Shield in Link's inventory. The Mirror Shield reflects enemies' attacks and beams of light, which is handy in the Earth Temple. To reflect a beam, stand in the light, draw Link's sword, and hold down ZR to raise the Mirror Shield. Aim the reflected beam with L.

PICTO BOX/ DELUXE PICTO BOX

Where to find it: Get the Picto Box in Tingle's jail cell on Windfall Island (D2) (p. 292). The Deluxe Picto Box is given to Link by Lenzo or is provided at the start of the second play-through.



Where it's stored: Items subscreen

What to do with it: Both the Picto Box and Deluxe Picto Box allow Link to take pictographs of any person, place, or thing in the game. The Picto Box takes black-and-white pictographs; the Deluxe Picto Box takes color pictographs. Each holds up to 12 pictographs. When taking pictographs of a character or enemy, make sure that the subject is facing you and that it fills the screen, but don't zoom in so far that you crop of the top or bottom of the subject. A special icon appears in the top-left corner of perfectly taken pictographs.

NOTE

Picto-riffic

The Picto Box is found in the tunnels of Tingle's jail cell on Windfall Island (D2). To get the Deluxe Picto Box, talk to Lenzo and take three special pictographs at his request (p. 293). After completing the game, you also receive the Deluxe Picto Box at the beginning of your second play-through.

PICTO BOX CONTROLS

BUTTON	COMMAND
L	Zoom
R	Look Around
X	Switch angle
A	Take pictograph
ZR	View album

PIRATE'S CHARM

Where to find it: Given to Link by Tetra (p. 73)

Where it's stored: Quest Status subscreen



What to do with it: Tetra gives Link the Pirate's Charm, a glowing blue pendant that allows Tetra to communicate with Link over great distances. Curiously, the King of Red Lions can also communicate with Link through the Pirate's Charm, a mystery that is resolved after Link rescues his sister, Aryll.

POTIONS



Red Potion



Green Potion



Blue Potion



Elixir Soup

Where to find them: Beedle's Shop Ship, Windfall Island Potion Shop (D2), Hollo in the Forest Haven (F6), Grandma's house on Outset Island (B7)

Where they're stored: Items subscreen

What to do with them: Link needs Empty Bottles to hold potions. Each potion helps Link recover Hearts or magic energy. After using a potion, Link can refill the Empty Bottle with another potion.

POTIONS

TYPE	WHERE TO GET IT	WHAT IT DOES
Red Potion	Trade Red Chu Jellies to Doc Bandham	Replenishes Link's Life Gauge
Green Potion	Trade Green Chu Jellies to Doc Bandham	Replenishes Link's Magic Meter
Blue Potion	Trade Blue Chu Jellies to Doc Bandham or Boko Baba Seeds to Hollo	Replenishes Link's Life Gauge and Magic Meter
Elixir Soup	Visit Link's Grandma after healing her with a Fairy during the main quest	A two-dose potion that refills Link's Life Gauge and allows him to do double damage until an enemy hits him.

POWER BRACELETS

Where to find it: Fire Mountain (F3) (p. 121)

Where it's stored: Quest Status subscreen



What to do with it: The Power Bracelets allow Link to lift large rocks that he could not previously lift. They are always equipped, letting Link lift large rocks whenever he finds them.

SKULL HAMMER

Where to find it: Forsaken Fortress (A1) (p. 175)

Where it's stored: Items subscreen



What to do with it: Assign the Skull Hammer to X, Y, or R, ZL-target an object or enemy, and then press the button to swing the Skull Hammer at the target. The Skull Hammer is designed to hammer down pegs and stakes. It can be used as a weapon, although it's slow and awkward. The Skull Hammer stuns weaker enemies when it crashes down near them and is good for wiping out large groups of ChuChus or Miniblins.

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SPOILS BAG

Where to find it: Tetra's pirate ship (p. 71)

Where it's stored: Items subscreen



What to do with it: Link gets the Spoils Bag after completing Niko's first challenge on the pirate ship. It allows Link to hold the following common items that he receives as rewards for defeating enemies:

√ Boko Baba Seeds

√ Chu Jellies (Red, Green, and Blue)

√ Golden Feathers

√ Joy Pendants

√ Knight's Crests

√ Skull Necklaces

NOTE

Buyer's Market

Beedle buys any items in your Spoils Bag that you don't need. Assign the item to Ⓧ, Ⓨ, or R, and show it to him.

SWIFT SAIL

Where to find it: Won from the auction house on Windfall Island (D2) (p. 134)

Where it's stored: Quest Status subscreen



What to do with it: The Swift Sail works just like the Boat's Sail, except that it lets Link sail twice as fast as the Boat's Sail. In addition, while using the Swift Sail, Link never needs to worry about changing the direction of the wind—he always sails at top speed. Pick up the Swift Sail as soon as possible to hasten your explorations of the Great Sea!

TELESCOPE

Where to find it: Loaned to Link by Aryll (p. 65)

Where it's stored: Items subscreen



What to do with it: The Telescope is the first quest item Link gets (in the second play-through, it's the second item, after the Deluxe Picto Box). It is Aryll's most prized possession, and it is used to view distant objects. Set the Telescope to Ⓧ, Ⓨ, or R and press the assigned button to use it. Use Ⓛ (or angle the Wii U GamePad) to look around and Ⓡ to zoom in and out.

TINGLE BOTTLE

Where to find it: Given to Link by Tingle (p. 80)

Where it's stored: Items subscreen



What to do with it: The Tingle Bottle allows you to send and receive messages in bottles with friends who are also playing *The Legend of Zelda: The Wind Waker HD* . Your Wii U system must be connected to the Internet in order to send and receive messages via the Tingle Bottle.

WIND WAKER

Where to find it: Given to Link by the King of Red Lions (p. 87)

Where it's stored: Items subscreen



What to do with it: The Wind Waker lets Link conduct any Wind Waker songs he has learned, for a variety of benefits. It also earns Link respect from powerful beings who recognize the Wind Waker as a legendary item of great power wielded by past heroes. To play a Wind Waker song, use Ⓛ to change the tempo and Ⓡ to play the notes. Link must learn a Wind Waker song before he plays it, even if you already know how it's played.

WIND WAKER SONGS

NAME OF SONG	TEMPO (Ⓛ)	NOTES (Ⓡ)
Wind's Requiem	3/4 (don't touch Ⓛ)	Ⓡ↑, Ⓡ←, Ⓡ→
Song of Passing	3/4 (don't touch Ⓛ)	Ⓡ→, Ⓡ←, Ⓡ↓
Ballad of Gales	4/4 (hold Ⓛ←)	Ⓡ↓, Ⓡ→, Ⓡ←, Ⓡ↑
Command Melody	4/4 (hold Ⓛ←)	Ⓡ←, Ⓡ, Ⓡ→, Ⓡ
Earth God's Lyric	6/4 (hold Ⓛ→)	Ⓡ↓, Ⓡ↓, Ⓡ, Ⓡ→, Ⓡ←, Ⓡ
Wind God's Aria	6/4 (hold Ⓛ→)	Ⓡ↑, Ⓡ↑, Ⓡ↓, Ⓡ→, Ⓡ←, Ⓡ→



SPECIAL ITEMS

The following items are not used directly by Link. Instead, they are either the objects of Link's main quest or vital components of optional side quests.

DIN'S PEARL



Where to find it: Received from Prince Komali after Link clears the Dragon Roost Cavern (p. 105)

Where it's stored: Quest Status subscreen

What to do with it: Din's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Din's Pearl on Northern Triangle Island (D3).

FARORE'S PEARL



Where to find it: Received from the Great Deku Tree after Link clears the Forbidden Woods (p. 127)

Where it's stored: Quest Status subscreen

What to do with it: Farore's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Farore's Pearl on Eastern Triangle Island (F4).

NAYRU'S PEARL



Where to find it: Received from Jabun after Link gets the bombs from the pirate ship (p. 145)

Where it's stored: Quest Status subscreen

What to do with it: Nayru's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Nayru's Pearl on Southern Triangle Island (D5).

NINTENDO GALLERY FIGURINES



Where to find them: In the Nintendo Gallery in the Forest Haven (F6)

Where they're stored: In the Nintendo Gallery in the Forest Haven (F6)

What to do with them: Every time Link brings a good pictograph of a character or enemy to Carlov in the Nintendo Gallery, Carlov sculpts a figurine in the likeness of the pictograph's subject. It takes Carlov a full in-game day to sculpt the figurine, and he's fussy about the pictographs you bring him. Collecting all of the Nintendo Gallery figurines is a game in itself. When you have them all, you've completed one of the craziest side quests ever invented—sit back and marvel at your collection!

NOTE

Completing Your Collection

Completing the Nintendo Gallery isn't easy, but this guide is a big help. All of the images in Chapter 3, "Characters and Enemies," have been taken from the Nintendo Gallery, and the "Legendary Checklists" at the back of the guide provide a complete listing of all Nintendo Gallery figurines (p. 349), with tips on how to get pictographs of the more elusive subjects. Follow the walkthrough carefully, and you'll be alerted whenever you need to take a pictograph of a subject that will eventually no longer be available to be photographed.

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PICTOGRAPHS



Where to find them: Taken by Link with the Picto Box or Deluxe Picto Box, or purchased from Lenzo

Where they're stored: In the (Deluxe) Picto Box

What to do with them: Link must take specific pictographs to complete Lenzo's side quest and get the Deluxe Picto Box (p. 84). Take good pictographs of characters and enemies, then use them to unlock Nintendo Gallery figurines!

NOTE

Lenzo's Legendary Pictographs

Link can never take pictographs of some subjects for Nintendo Gallery figurines (such as a Great Fairy or Jabun). Instead, Lenzo sells Legendary Pictographs of these subjects to you. Purchase Lenzo's Legendary Pictographs and use them to complete your Nintendo Gallery collection!

PIECES OF HEART

Where to find them: 44 places in the game (p. 335)



Where they're stored: Quest Status subscreen and Life Gauge

What to do with them: There are 44 Pieces of Heart to collect in the game. Collecting four Pieces of Heart adds a Heart Container to Link's Life Gauge. Pieces 1 through 3 of each Heart Container appear on the Quest Status subscreen; each fourth Piece of Heart completes a Heart Container, which then appears in Link's Life Gauge, extending the Life Gauge and allowing Link to absorb more damage.

TIP

Check Those Checklists!

For a listing of all 44 Pieces of Heart, check out the "Legendary Checklist" at the end of this guide.

TRIFORCE SHARDS

Where to find them: Eight locations across the Great Sea (p. 229)



Where they're stored: Quest Status subscreen

What to do with them: The eight Triforce Shards are scattered across the Great Sea and must be found during Link's adventure. Some Triforce Shards can't be found until you discover the Triforce Chart that leads to the shard and pay Tingle 398 Rupees to decipher it. The eight Triforce Shards unite to form the Triforce of Courage, which gives Link access to Ganon's Tower.

TRIFORCES



Where to find them: Held by Link, Zelda, and Ganon

Where they're stored: N/A

What to do with them: By the game's end, Zelda, Ganon, and Link each bear the mark and wield the power of a Triforce—Zelda has the Triforce of Wisdom, Ganon has the Triforce of Power, and Link assembles the Triforce of Courage from the Triforce Shards. When all three Triforces are brought together, they form the one true Triforce that gives the power of the gods to whoever touches it. Ganon's ambition is to assemble the one true Triforce and use its power to conquer the world.





CHARACTERS AND ENEMIES

CHARACTERS AND ENEMIES

The Nintendo Gallery



All of the screenshots of the characters and enemies in this chapter (except for Beamos, Link, and the Warship) are taken from the figures in the Nintendo Gallery. To complete the Nintendo Gallery, you must get Deluxe Picto Box pictures of every character and enemy in this chapter!

To find out how to get the Deluxe Picto Box, refer to the "Windfall Island (D2)" section in the "Islands of the Great Sea" chapter that follows the walkthrough (p. 293).

To find out how to get to the Nintendo Gallery and collect all of the gallery's figurines, refer to the "Forest Haven (F6)" section in the "Islands of the Great Sea" chapter (p. 322).

For a complete checklist of every Nintendo Gallery figurine, with tips on how to get the tricky ones, refer to "The Legendary Checklist" at the end of this guide.

NOTE

Nintendo Gallery Notices

Some characters and enemies can only be pictographed at certain points in the adventure. If you miss your chance, you may not get another! Keep an eye out for Nintendo Gallery Notices like this one in the walkthrough—they inform you of the ideal times to take pictures of these elusive subjects.

CAUTION

Spoiler Alert!

Many of the following character sections reveal information about Link's adventure that you might not want to know about in advance. You've been warned!

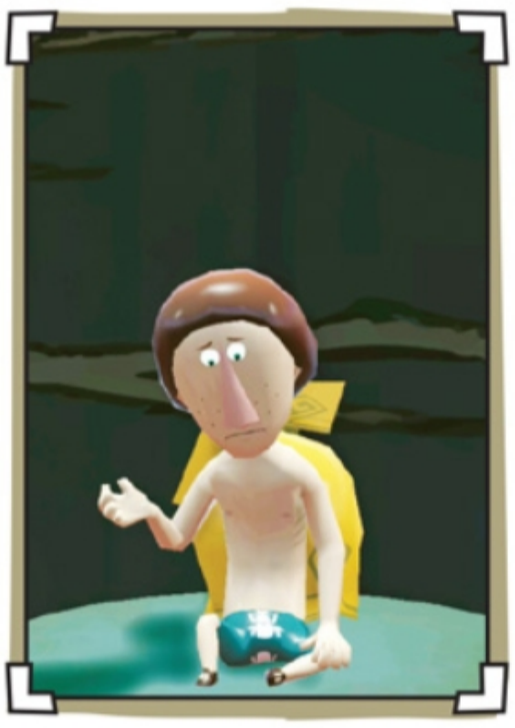
CHARACTERS

Link meets over 100 characters in the course of his quest. Some give him important items or clues; others add to the game's atmosphere. A few even start out as adversaries, but Link's courage and tenacity convert them!

CHARACTERS OF THE GREAT SEA

The following characters are found in Link's adventures across the Great Sea. Some are found on small islands, and some are floating on the Great Sea. A few appear in several different places.

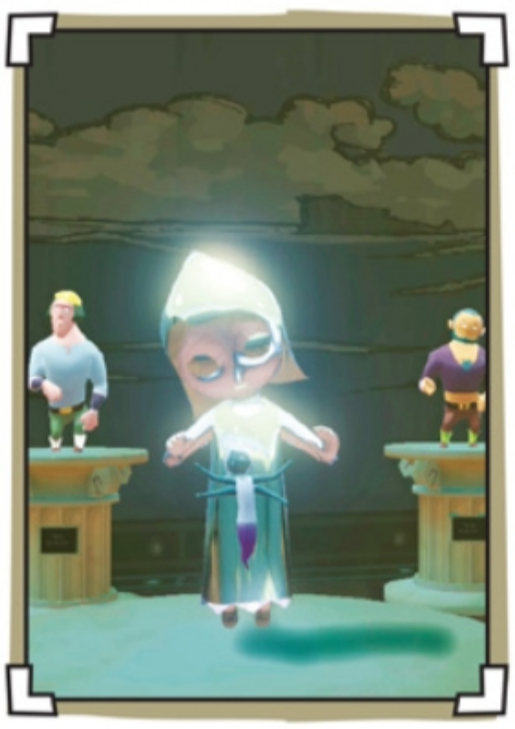
BEEDLE



Beedle runs Beedle's Shop Ship, a traveling boatload of values that sails between several islands of the Great Sea. After acquiring the bombs from the pirates, Link gets Beedle's Chart, which shows the sectors where Beedle's Shop Ship appears. Beedle has some of the best prices in all the islands of the Great Sea, so shop with confidence! You can also sell Beedle unwanted items from Link's Spoils Bag.

You can buy the Bait Bag, All-Purpose Bait, Hyoi Pears, bombs, arrows, and Red Potions from most of Beedle's locations. If you catch him at Rock Spire Isle (B3), you can also buy a Piece of Heart, an Empty Bottle, and Treasure Chart #4! Beedle rewards frequent customers with a Silver Membership (which entitles you to the Complimentary ID) and a Gold Membership (which gets you the Fill-Up Coupon).

FAIRY QUEEN



The Fairy Queen lives in the center of Mother & Child Isles (B2). The only way to visit her is to conduct the "Ballad of Gales" and warp there. Although she looks young, the Fairy Queen is one of the game's oldest and wisest characters.

She will not reveal her true form to Link until he meets Princess Zelda for the first time. She then endows his Hero's Bow with the ability to shoot Fire and Ice Arrows. Link can warp back to her Fairy Pond at any time to find smaller Fairies that help him recover his strength.

GREAT FAIRIES



In addition to the Fairy Queen, seven Great Fairies are scattered across the islands of the Great Sea. Six of the Great Fairies increase Link's bomb-, arrow-, or Rupee-carrying capacity, and the seventh doubles the size of Link's Magic Meter. You can find the Great Fairies at the following locations, and you can always return to them to find smaller Fairies that heal Link:

Bomb Fairies: Eastern Fairy Island (E3), Southern Fairy Island (D6)

Arrow Fairies: Western Fairy Island (A3), Thorned Fairy Island (G4)

Rupee Fairies: Northern Fairy Island (C1), Outset Island (B7)

Magic Meter Fairy: Two-Eye Reef (D7) (defeat the Big Octo)

KING OF HYRULE



Daphnes Nohansen Hyrule was the King of Hyrule, a legendary land that accepted a terrible fate at the hands of the gods to rid the land of a great evil. For generations, no one has seen or heard of its King, Hyrule, or its Princess, Zelda. The King of Hyrule plays an important role in the game, linking the events of *The Wind Waker* to those of *Ocarina of Time*.

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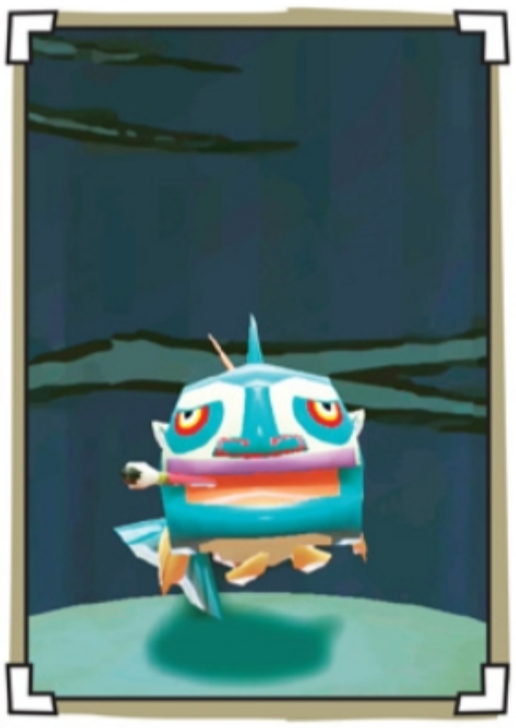
KING OF RED LIONS



The King of Red Lions is the only talking boat in the Great Sea. He arrives (without a sail) to aid Link in his quest to rescue Aryll, and he sticks around when Link's true destiny is revealed. He is Link's transportation from island to island and is Link's most trusted adviser. The King of Red Lions speaks ancient Hylian and always has more information than he's willing to reveal....

FISHMAN

Each of the Great Sea's 49 islands has a little Fishman who jumps up from the sea near the island. Sail up to a Fishman and sprinkle some All-Purpose Bait on the water's surface, and he'll kindly chart the island on your Sea Chart and give you some helpful information. After you speak to an island's local Fishman, you can bait him again to play an arrow-shooting minigame for Rupees.



Sometime in the past, the King of Red Lions aided these friendly fellows, which is why they're so willing to help out Link.

PRINCESS ZELDA

Princess Zelda is heir to the long-lost land of Hyrule's throne and the keeper of the Triforce of Wisdom, but no one knows exactly who or where she might be. If there is a young hero dressed in green and an archfiend named Ganon, you know that a Princess named Zelda is sure to appear sometime!



TETRA

Tetra is a main character in *The Legend of Zelda: The Wind Waker*. She's strong-willed and bossy, but also has a soft spot for Link. When Link's quest gets under way in earnest, Tetra is a devoted friend and ally, often putting herself and her crew in harm's way to help Link.

Tetra inherited her ship and crew from her late mother and continues her mother's quest for a legendary treasure hidden beneath the Great Sea's surface. Tetra also has a secret, but we won't spoil it for you!



LINK



Link is a somewhat lazy boy from Outset Island. He lives there with his kindhearted grandma and his excitable sister, Ayrll. Though Link prefers to spend his time snoozing in the warm summer sun, he soon finds himself whisked into a world of danger and adventure when his sister Ayrll is kidnapped, and Link must quest to rescue her.



TETRA'S PIRATES



GONZO

Gonzo's the tough-guy leader of the pirates, but he's been known to cry at the drop of a hat.



MAKO

Mako is the brains of the pirates' operation. He's usually mild-mannered, but he's unstoppable when angry. Touching his glasses will set him of.



NIKO

Niko is last in the pirates' pecking order, so he's overjoyed when Link joins up. Although it quickly becomes clear that Link is special, Niko doesn't take it personally when Link has to leave them.



NUDGE

Nudge is Tetra's counselor. He's stronger than Gonzo, but he loves sewing.



SENZA

Senza keeps the ship shipshape. He's also a persuasive speaker.



ZUKO

Zuko's keen eyes made him the ship's watchman, but no one can understand his speech, so they're never sure what he's seen.

TINGLE



Tingle's fondest wish is to become a fairy. He thinks fairies wear green jumpsuits, which explains his bizarre fashion sense. Although he can get on your nerves, Tingle is one of Link's most valuable allies.

Bust Tingle out of his cell on Windfall Island to get the Tingle Bottle, which allows you to send and receive messages in bottles with other players across the Great Sea (an Internet connection is required).

When looking for Triforce Charts and Triforce Shards, Tingle gives you the IN-credible Chart, which reveals their locations. He also deciphers the Triforce Charts that you find for 398 Rupees per chart. His help doesn't come cheap, but no one else can do it!

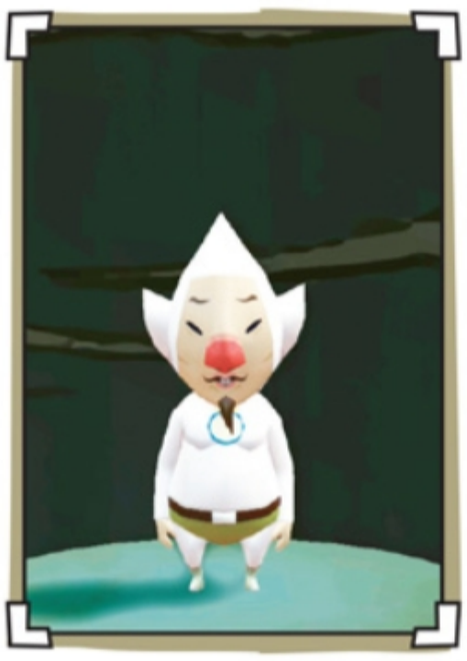
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MINOR CHARACTERS OF THE GREAT SEA



ANKLE

Ankle is Knuckle's twin brother, and both are Tingle's younger brothers. Ankle is more responsible and hard-working than his twin.



DAVID JR.

David Jr. embarked on a quest to recover the Ghost Ship's treasure, just as his father did before him. One bad bout of seasickness led him in a daze to Tingle Island, and he's regretted it ever since.



FAIRY

Find Fairies in Fairy Fountains and hidden in pots. Touching one refills 10 of Link's Heart Containers. They can also be captured in an Empty Bottle and saved for later!



KNUCKLE

Knuckle is another of Tingle's younger brothers—he happens to be Ankle's twin. He finished carving Tingle Tower when he was 10 years old. The head is his studio.



LOOT

Loot is a robust sailor who fears only the Fishmen. He runs the Boating Course (F7) and spends his earnings at the Windfall Cafe.



OLD MAN HO-HO

Old Man Ho-Ho is on several of the islands of the Great Sea. He's always looking at something interesting through his telescope. Maybe you should try looking through Link's?



SALVAGE CORP.

Salvage Corp. has so far found only enough Rupees to buy their diving suits, but these treasure hunters never give up their dream of the big score! If you find them, speak to them, and they give you Treasure Chart #34.



SALVATORE

A frustrated painter, Salvatore now runs the "Squid-Hunt" minigame on Windfall Island (D2) and the "Cannon" minigame on Spectacle Island (C2).



TRAVELING MERCHANTS

There are three traveling Goron merchants, one on Greatfish Isle (B4), one on Bomb Island (F5), and one on Mother & Child Isles (B2). Trade items with these Gorons during the trading quest that begins on Windfall Island (D2) and ends with Link getting the Magic Armor and a Piece of Heart (p. 296).

DRAGON ROOST ISLAND CHARACTERS

Dragon Roost Island (F2) is home to the Rito, a race of birdmen that serve as postmen for the islands of the Great Sea. The island gets its name because it is the Valoo's home, the dragon that is the spirit of the skies. Each of the following characters is found on, is from, or has some connection to Dragon Roost Island.

CHIEFTAIN



The Rito Chieftain is the strongest and wisest Rito in the aerie, and his people love him. He finds it hard to balance his responsibilities as a stern leader and a caring father, but his son, Komali, is never far from his thoughts.

When Link inspires Komali by defeating the monster that sent Valoo into a rage, the Rito Chieftain thanks Link with a Piece of Heart.

KOMALI



The crown prince of the Rito, Komali is a boy when Link first meets him. Because of Valoo's rage, Komali is unable to get a scale from the dragon and grow his adult wings, which has sent him into a spiral of self-pity. After Link calms Valoo down, Komali becomes Link's greatest admirer. He also gives Link his most treasured possession, Din's Pearl.

Later in the game, Komali earns his wings and matures into a noble young man who saves Link from an untimely demise in the Forsaken Fortress. With Link's influence, Komali could turn into as great a leader as his father!

LARUTO



Born in an area of Hyrule known as Zora's Domain, Laruto long ago became the sage of the Earth Temple so the Master Sword would always retain its ability to repel evil. Ganon's minions overwhelmed the Earth Temple and stole the Zora's soul, weakening the Master Sword.

Laruto advises Link on how to find the new sage of the Earth Temple, Medli.

MEDLI



Medli attends the great Valoo and never gives less than her best effort. When Valoo begins to rage, Medli takes it upon herself to make the dangerous climb up Dragon Roost Cavern to talk to him. She feels responsible for Prince Komali and wants to see him grow into as fine a Rito as his father.

Medli is fated to become the next Earth Temple sage—a destiny foreshadowed by the treasured harp she carries on her back. During the Earth Temple quest, Medli is a controllable character.

- √ Pick up and carry Medli by pressing Ⓐ near her.
- √ While not carrying Medli, press ZR to call out and get her to follow you.
- √ While carrying Medli, Link can fly by running and jumping off of ledges.
- √ Press Ⓐ to throw Medli into the air, and she'll gain altitude and fly for a short distance.
- √ Press ZR to put Medli down, and she'll remain in that spot until instructed to do otherwise.
- √ Conduct the "Command Melody" (hold ◂L for 4/4 tempo and then play ◂R , R , R▸ , R) to take control of Medli. Press ZR to release control and return to Link.
- √ While controlling Medli, make her fly by tapping Ⓐ. She has limited stamina and drops to the ground when it is depleted.
- √ While standing in sunlight, you can make Medli hold her harp in front of her by pressing Ⓐ. Use L (or angle the Wii U GamePad) to aim the harp and reflect beams of light.

QUILL



Quill is Outset Island's postman. Link observes him through Aryll's Telescope at the beginning of the game. Quill later persuades Tetra and the pirates to take Link with them.

This courageous Rito is an invaluable source of advice and help at several points in the game, including during Link's quest for Nayru's Pearl. He also makes a timely appearance during Link's second visit to the Forsaken Fortress!

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VALOO



Spirit of the skies and reason for the name of Dragon Roost Island, Valoo has protected the Rito for ages and is served by them in return. Young Rito visit Valoo when they come of age, and a single scale from the great dragon helps them grow a pair of mature wings. The ancient beast only speaks in the long-dead Hylian tongue, which only his assistant, Medli, understands.

As Ganon recovers his power, his minions invade the volcanic cavern inside Dragon Roost Island and harass Valoo, driving the dragon into a rage. After Link defeats the monsters of Dragon Roost Cavern, he restores sanity to Valoo.

ZEPHOS AND CYCLOS



These lighthearted sibling deities control the winds, and Link finds monuments honoring them on Dragon Roost Island. Zephos teaches Link the "Wind's Requiem" early in the adventure. This song allows Link to change the wind's direction, opening all 49 sectors of the Great Sea for exploration.

Cyclos is upset that his monument has fallen into disrepair, and wreaks havoc on ships with his cyclones. If you have the Hero's Bow, sail into a cyclone and shoot Cyclos with three arrows to calm him down. As a token of his respect for Link's keen aim, Cyclos teaches him the "Ballad of Gales," which allows him to warp between several points on the Sea Chart.

MINOR DRAGON ROOST ISLAND CHARACTERS



BAITO

Baito, a homesick human, tries to fit in with the Rito and match Koboli's mail-sorting speed, but he needs Link's help. Aid him by mailing a letter to his mother, and she gives you a Piece of Heart!



BASHT AND BISHT

Their sincerity and honesty earned Basht and Bisht positions on Dragon Roost Island's police force. They speak frankly to Link about events on the island.



HOSKIT

Hoskit is always looking for the perfect present for his girlfriend. Give him 20 Golden Feathers, and his girlfriend will mail you a Piece of Heart!



ILARI

When things aren't going his way, Ilari loses his cool. Most of the time, he's pleasant (although he has trouble remembering faces).



KOBOLI

A descendant of a postman from ages past, Koboli is the Rito's mail sorter. If you help him out, he rewards you with Rupees.



KOGOLI

Kogoli is concerned about the state of Dragon Roost Island, but he's never seen trying to improve it.



NAMALI

Namali is a perpetual worrywart.



OBLI

Obli is obsessed with the Rito and dresses up as one when he can. He's the elder of the two brothers who run the Bird-Man Contest on the Flight Control Platform (G2).



PASHLI

Pashli is always busy.



SKETT AND AKOOT

Skett and Akoot, childhood friends, are the Rito Chieftain's trusted personal guards. Other than the Chieftain, there are no stronger or more talented Rito.



WILLI

As a carpenter on Windfall Island, Willi was average. But as a Rito impersonator, he soars above mediocrity, along with his brother, Obli.

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FOREST HAVEN CHARACTERS

Forest Haven (F6) is home to the Great Deku Tree and its forest spirits, the Koroks. It's also where you'll find the Nintendo Gallery. Each of the following characters is located in or around Forest Haven or has a connection to it.

CARLOV THE SCULPTOR



The master craftsman of the Nintendo Gallery, Carlov sculpts figurines from pictographs that inspire him. When you take a pictograph of a character or enemy, show it to Carlov. If the pictograph meets his high standards, he carves a figurine of the character or enemy it shows.

It takes Carlov a day to carve the figurine, and he never lets anyone watch him do it. Return the next day to see the results of his work on display. Some have called Carlov's Nintendo Gallery club "uncool," but he's happy as long as Link stays in it!

GREAT DEKU TREE



The Great Deku Tree is one of the oldest and most powerful living creatures in the world. He is the earth spirit and the guardian of the forests, but because he has to remain rooted to the ground, he's easy prey for enemies who wish to harm him.

The Great Deku Tree is the spiritual mentor and father figure to the Koroks, a race of once-human forest spirits who spread the seeds of the Great Deku Tree across the islands of the Great Sea. If Link helps the Great Deku Tree by recovering Makar from the Forbidden Woods, he gives him Farore's Pearl.

FADO



Born in the long-forgotten Kokiri Forest, Fado was a friend to the Hero of Time. He became the sage of the Wind Temple long ago to ensure that the Master Sword would retain its ability to repel evil.

Ganon's minions overwhelmed the Wind Temple and stole Fado's soul, weakening the Master Sword. He advises Link on how to find the new sage of the Wind Temple, Makar.

MAKAR



This Korok plays the music for the annual ceremony held in Forest Haven. His violin skill is unmatched, but he's not as cautious as he should be—Link has to rescue Makar twice during his adventures, once in the Forbidden Woods and once in the Wind Temple.

Makar is destined to be the Wind Temple's new sage, and during the Wind Temple quest, he is a controllable character.

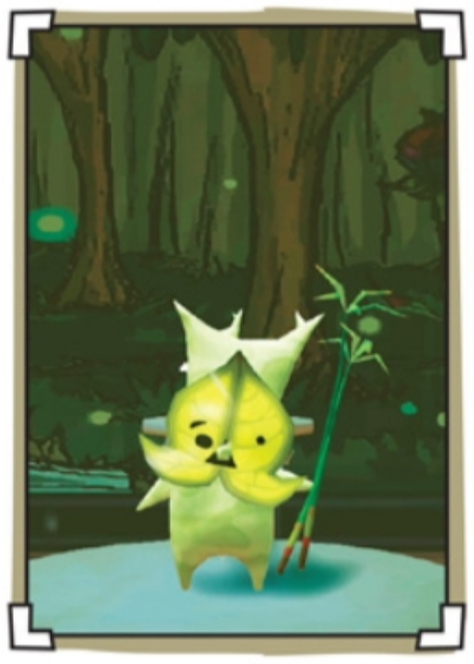
- √ Pick up and carry Makar by pressing Ⓐ near him.
- √ While not carrying Makar, press ZR to call out and get him to follow you.
- √ Press Ⓐ to throw Makar into the air, and he'll gain altitude and fly for a short distance.
- √ Press ZR to put Makar down, and he'll remain in that spot until instructed to do otherwise.
- √ Conduct the "Command Melody" (hold ◀L for 4/4 tempo and then play ◀R, R, R▶, R) to take control of Makar. Press ZR to release control and return to Link.
- √ While controlling Makar, make him fly by tapping Ⓐ. He has limited stamina and drops to the ground when it is depleted.
- √ Makar can also plant seeds in soft mounds of dirt. Approach one while controlling him and press Ⓐ. A tree grows instantly, which Link may then latch onto using the Hookshot.

MINOR FOREST HAVEN CHARACTERS



ALDO

Aldo, a Korok forest spirit, flies to Clif Plateau Isles (G6) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



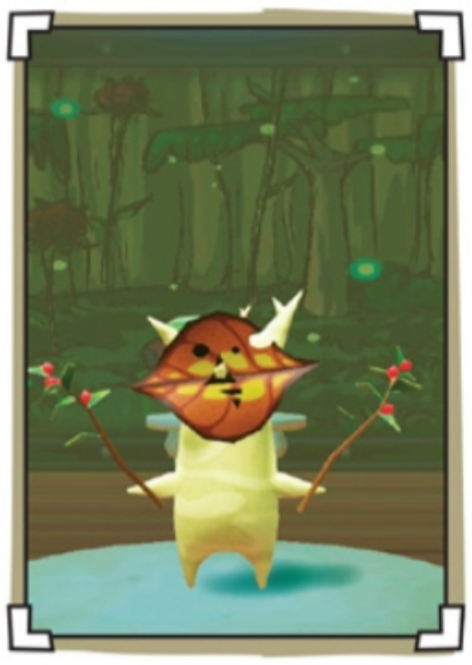
DRONA

Drona, the Korok forest spirit, flies to the Private Oasis (E5) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



ELMA

Elma, the Korok forest spirit, flies to Needle Rock Isle (A5) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



HOLLO

After the annual ceremony, the Korok forest spirit Hollo remains in Forest Haven to research potions. Give him four Boko Baba Seeds and he makes you a Blue Potion!



IRCH

Irch, the Korok forest spirit, flies to Shark Island (C6) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



LINDER

The Korok forest spirit Linder flies to Greatfish Isle (B4) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



MANNY

Manny's passion for Nintendo Gallery figurines drove him to explore all the islands of the Great Sea.



OAKIN

Oakin, the Korok forest spirit, flies to Star Island (B1) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



OLIVIO

Olivio, the Korok forest spirit, flies to Eastern Fairy Island (E3) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



ROWN

Rown, the Korok forest spirit, flies to the Mother & Child Isles (B2) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

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OUTSET ISLAND CHARACTERS

Outset Island (B7) is Link's home and the island on which the game begins. Although it appears to be the perfect rural paradise, even Outset Island can't escape the creeping evil of Ganon's nefarious plans. All the following characters and creatures are from, found on, or connected to Outset Island.

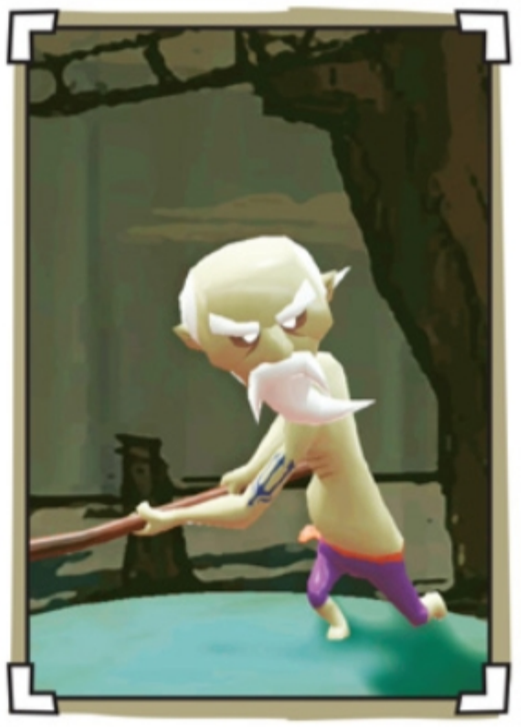
ARYLL

Aryll is Link's little sister. She loans her brother her most valuable possession, the Telescope, at the beginning of the game. The Helmaroc King kidnaps Aryll early on in Link's adventures, which starts him on his journey to becoming the Hero of Winds.



ORCA

Orca wanted to be a swordsman in his younger days, even going so far as to earn a Knight's Crest. But a serious injury cut short his martial training. Now a fisherman and a committed bachelor, Orca lives on Outset and trains Link in the ways of the Hero's Sword after Link comes of age.



When you collect 10 Knight's Crests, return to Orca and give them to him. Orca teaches Link the Hurricane Spin attack. Accept his challenge to demonstrate the skills you've learned with the blade, and you can earn Rupees and a Piece of Heart!

GRANDMA

She always worries about Link and Aryll, but Grandma lets nothing stand in the way of helping her grandchildren. At the beginning of the game, Grandma gives Link his set of Hero's Clothes and lets him use the Hero's Shield when he journeys to save Aryll from the Helmaroc King.



Later in the game, Grandma falls ill. If Link heals her with a Fairy, she becomes a source of Elixir Soup, the game's most powerful healing potion.



JABUN

Jabun originally resides in Greatfish Isle, but he flees to Outset Island and seals himself in a cave when Ganon's forces come for him. He possesses Nayru's Pearl, an object of great power that Link needs to raise the Tower of the Gods. The only way to get it is to speak with Jabun, and the only way to do that is to bomb the stone slab that seals Jabun's cave.



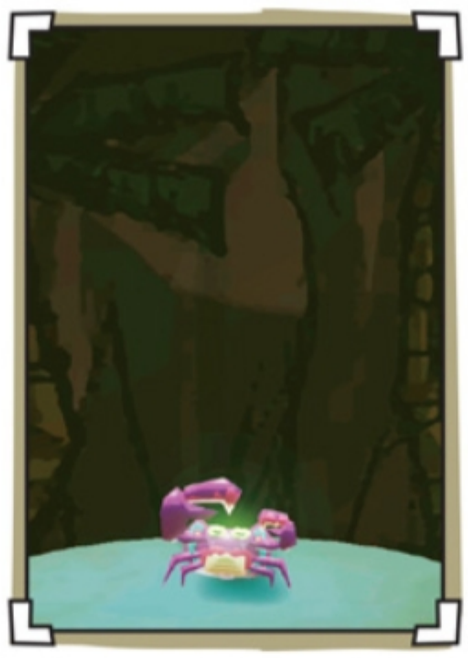
This water spirit was once called Jabu-Jabu. He only speaks ancient Hylian, so no one understands anything he says.

MINOR OUTSET ISLAND CHARACTERS



ABE

Abe's greatest treasures are his wife, Rose, and his sons, Joel and Zill. In his younger days, he was a lady-killer, but it still took all his charm to woo Rose.



CRAB

Yes, it's just a crab, but you need a picture of one of these scuttling sidesteppers to complete the Nintendo Gallery!



JOEL

Joel is Abe and Rose's elder son and Zill's brother. He idolizes Link and wants to learn to jump across boulders after seeing Link do it.



MESA

We hesitate to call Mesa a slacker, but his vegetable patch is always overrun with weeds. He's also the first person to tell Link that he can cut down grass and find items. Mesa is looking for a wife, but he's not looking too hard.



ROSE

Rose is Joel and Zill's mother and Abe's wife. She loves animals, and if Link puts Wild Pigs in her pigpen, she rewards him with Rupees. She also tries to laugh her way out of lies!



SEAGULLS

Seagulls fly above many islands. You can take control of one by using a Hyoi Pear. When you see a large number of them circling the Great Sea, you know a Big Octo is near.



STURGEON

The serious-minded Sturgeon is Orca's brainy brother. Read the posters on his walls to see the basic game controls. He was quite the swordsman in his youth.



SUE-BELLE

Sue-Belle is Sturgeon's granddaughter. She has mastered the art of carrying vases of water on her head from the well to their house. She also tells Link that he can pick up items by pressing Ⓐ while next to them.



WILD PIGS

Wild Pigs scurry around Outset Island. Throw them into Rose's pen to get a Rupee reward. Later in the game, when the pigs grow up, spread All-Purpose Bait on some dark soil to get them to dig up a Piece of Heart!

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ZILL

Zill is the epitome of a brat. He idolizes his older brother, Joel, but he gets on everyone's nerves.

WINDFALL ISLAND CHARACTERS

Windfall Island (D2) is the most developed island in the Great Sea. Bustling with activity, it's a never-ending source of minigames and side quests. Speak with the following characters repeatedly to learn from them.

KILLER BEES



These fearless juvenile delinquents are the bane of Mrs. Marie's existence. They challenge you to hide-and-seek. Find them all to get them to reform their truant ways and to impress Mrs. Marie. From left to right, the Killer Bees are:

Ivan: The leader. He loves to climb trees.

Jin: The quick-witted second-in-command with a talent for insults.

Jan: The thug. Don't fall for his innocent looks.

Jun-Roberto: Raised in a bourgeois family, he secretly hopes to replace Ivan as leader.

MRS. MARIE



Mrs. Marie is Windfall Island's schoolteacher. She's constantly upset by the bad behavior of the Killer Bees.

Get them to reform, and you'll have her thanks. She also has a weakness for Joy Pendants. Give her one Joy Pendant after reforming the Killer Bees, and she gives Link a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed to the Private Oasis (E5). Give her 20 more, and she gives Link Treasure Chart #45!

LENZO



Lenzo is the master of pictography and the target of Pompie and Vera's gossip. They suspect he's having an illicit affair with Minenco, but it turns out that she just has an equally strong interest in pictographs.

Show Lenzo the Picto Box and he gives you three pictograph assignments. When you fulfill the assignments, he gives you the Deluxe Picto Box, which takes full-color photos!

ZUNARI



Zunari hails from a frigid land. He was shipwrecked on Windfall Island, but he continues to wear his thick coat and hood. Link can buy a Boat's Sail from him in his first trip to Windfall Island. Later, Zunari also hosts the nightly Windfall Island auctions (during which you can purchase the Swift Sail, a Joy Pendant, a Piece of Heart and Treasure Charts #18 and #38). He also sends Link on a trading quest during which Link gets the Magic Armor and a Piece of Heart.

MINOR WINDFALL ISLAND CHARACTERS



ANTON

Take a pictograph of Anton and Linda while they're looking at each other to fulfill Lenzo's third pictograph request. Later, help him and Linda get together at the cafe to earn a Piece of Heart.



CANDY

Candy the sailor gives Link hints about various islands in the direction the wind blows. And would you believe he's only 17?



CANNON

When Cannon tries to charge Tetra's pirates thousands of Rupees for bombs, they tie him up and take what they want. After the robbery, his prices become more reasonable.



DAMPA

Give the pig-loving sailor Dampa three Skull Necklaces to play his "Piggy-Sitting" minigame. Find and bring all three of his pigs to him within two minutes to get Treasure Chart #42!



DOC BANDHAM

The good Doc Bandham runs Windfall Island's Potion Shop. Bring him Chu Jellies, and he makes potions for Link.



GARRICKSON

Garrickson loves talking about the postbox. Snap a pictograph of him while he's mailing a letter to fulfill Lenzo's first pictograph request.



GILLIAN

Gillian runs the cafe for her father, who's ill. Rumor has it that she once had a boyfriend, but she's not talking!



GOSSACK

Find Gossack in the cafe during the day and smash a pot or roll into the table to freak him out. Take his pictograph to fulfill Lenzo's second pictograph mission.



GUMMY

Gummy the sailor has suspiciously large amounts of Rupees and enjoys spending them nightly at Zunari's auctions.

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KAMO

A hopeless romantic, Kamo gives you Treasure Chart #31 if you show him a color pictograph of the full moon. He's had a crush on Linda for years and is upset that she's fallen for Anton.



KANE

Kane, an artist turned sailor, is critical of any artistic expression. Win him over by decorating the Windfall archway with any Trading Quest items and he'll reward you.



KREEB

Kreeb is fascinated with Windfall's Ferris wheel and lighthouse. Speak to him after relighting the lighthouse and restarting the Ferris wheel to get a Piece of Heart.



LINDA

Linda is the object of Anton's affections. Bring the two together by showing him a color pictograph of her. Speak to her in the cafe after they've met to get a Piece of Heart from her.



MAGGIE

Maggie fell in love with her Moblin captor in the Forsaken Fortress. Mail her love letter and give her the reply to get a Piece of Heart from her. She goes from being poor (right) to rich (left) by the end of the game.



MAGGIE'S FATHER

Maggie's Father is a weird old fellow who hates postmen and the letters they deliver to Maggie. Give him 20 Skull Necklaces to get Treasure Chart #2. He begins the game poor (right) but winds up rich (left) after Maggie escapes from the Forsaken Fortress.



MILA

After rescuing Mila from the Forsaken Fortress, Link can catch her cracking Zunari's safe at Windfall Island and set her straight. She then gives Link an Empty Bottle. She starts of rich (right) and winds up poor (left).



MILA'S FATHER

Mila's Father owns the auction house until Maggie's Father buys him out with his newfound fortune. After going from rich (right) to poor (left), he claims to have a back injury that keeps him from working for a living. Don't break his sparkling vases unless you want to pay for them!



MINENCO

Minenco, a former Miss Windfall Island, still looks great 40 years later. She shares Lenzo's interest in pictography. If you take a good pictograph of her with the Deluxe Picto Box, she gives you Treasure Chart #33.



MISSY

Missy is Dampa the sailor's elderly mother.



POMPIE AND VERA

Pompie and Vera are always gossiping about Lenzo, and they're convinced that he's got a lady on the side. Show them a pictograph of Lenzo and the woman, and they give Link Treasure Chart #24.



POTOVA AND JOANNA

Potova and Joanna are a never-ending source of rumors and hints. Many fear that they are the next generation's Pompie and Vera.



SAM

A card-carrying member of the Joyous Volunteer Association, Sam rewards Link with a Piece of Heart if you place statues from the trading quest around Windfall Island.



TOTT

Stand near Tott and use the Wind Waker to conduct a 3/4 tempo. After he gets the 3/4 rhythm in his head, Tott teaches Link the "Song of Passing."



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ENEMIES

Although Link has plenty of friends across the Great Sea, there are enemies out there who wish him harm. To reach Ganon and defeat him, study the attacks and weaknesses of his minions.

COMMON ENEMIES

The following enemies appear at several points in the game. They often reappear where you previously defeated them if you return to those areas. Common enemies have straight forward attacks and obvious weaknesses. They are the foot soldiers of Ganon's army.

ARMOS

Armos are small gray statues found in the Tower of the Gods and other places. They do not attack until Link finds the Hero's Bow, as arrows are their greatest weakness. When an Armos chases you, hit its green eye with an arrow to stun it, then hit the crystal on its back with your sword to defeat it. Be careful! When you shatter its crystal, an Armos goes berserk and spins for a few seconds before exploding. Avoid it until it blows up.



BEAMOS

These environmental hazards shoot searing energy beams when you get too close. Some revolve, and some are fixed. Hit the top of the statue with a projectile weapon (such as the a bomb or arrow) when it's firing to destroy it.



ARMOS KNIGHT

Armos Knights are larger and tougher, but slower, versions of Armos. They hop in pursuit of you and open their mouths to roar. You can ZL-target them and throw a bomb into their open mouths to blow them up. But watch out! When the bomb is in its mouth, the Armos Knight spins in a final frenzy of destruction before blowing up.





BIG OCTO

The Great Sea has six Big Octos. If you see a seagull flock circling an area, a Big Octo lurks beneath them (if you haven't already defeated it). When you approach a Big Octo, it rises and creates a massive whirlpool that tries to suck you in. If it succeeds, it damages Link and spits him out elsewhere on the Great Sea.



You must destroy all of a Big Octo's eyes with a projectile weapon (like the Boomerang) to defeat it before it pulls you in. Defeated Big Octos leave sunken treasure beneath them, marked by a ring of light. Pull up this treasure with your Grappling Hook to enjoy the fruits of your labors!

NOTE

Octo Chart

The Octo Chart gives the locations of all six Big Octos. To get the Octo Chart, find Treasure Chart #26 at the Six-Eye Reef (D4). Pull up the sunken chest it leads to, which is near Northern Triangle Island (D3). Inside that chest is the Octo Chart!

BOKO BABA



Boko Babas are in the Forest Haven and Forbidden Woods. They disguise themselves as Baba Buds and spring up to attack when you get close. You can tell real Baba Buds from Boko Babas by their color. Boko Babas are red, and Baba Buds are purple.

To defeat a Boko Baba, hit it once with your Boomerang. You also can stun it with a jumping attack (ZL-target and A) and cut its stem with B. Boko Babas leave behind Deku Sticks or Baba Seeds when defeated.

TIP
Free Potions!

Stand at a safe distance and hit a Boko Baba with your Grappling Hook to pull a Baba Seed from it. You can turn four Baba Seeds into a Blue Potion by visiting Hollo at the Forest Haven (F6).. This is an easy way to make sure you're never without healing items!

BOKOBLIN



Most Bokoblins are of the plain blue variety (right), and they are in the Forest of Fairies on Outset Island, the Forsaken Fortress, and Dragon Roost Cavern. Their attacks are weak, and they're vulnerable to any weapon.

Green Shield Bokoblins (left) aren't much tougher than your average Bokoblin, but they can absorb more damage and can block some attacks with their little wooden shields. You encounter them in the Forsaken Fortress, Dragon Roost Cavern, and Ganon's Tower, among other places. Both standard Bokoblins and Shield Bokoblins hide in pots and burst out of them when you draw near.

Sea Bokoblins (center) are on platforms in the Great Sea. They are red. Otherwise, they are identical to standard Bokoblins and Shield Bokoblins.

TIP
Oh, Joy!

Use the Grappling Hook to steal Joy Pendants from Bokoblins. Mrs. Marie at Windfall Island (D2) just loves these things!

BUBBLE



Red Bubbles (left) lurk in the Tower of the Gods, the Earth Temple, and Ganon's Tower, among other places. They float around in irregular patterns and swoop toward you when you get close. Their only means of attack is to come into contact with you and set you on fire.

Blue Bubbles are in the Earth and Wind Temples. They also swoop toward you, but instead of igniting you, they envelop you in a choking fog that temporarily disables your sword and X, Y, and R items.

Red Bubbles are vulnerable to all arrows, while Blue Bubbles are only vulnerable to Ice Arrows. The Hookshot or a gust of wind from the Deku Leaf stuns both types of Bubbles. Once stunned, they are identical to the skulls you see along the floors of many dungeons and can be easily shattered.

CHUCHU



ChuChus are in every area of the game. They slink around the ground as puddles of slime that cannot be harmed and pop up when they're close to you. A ChuChu can hurt you by running into you, and you can stun them with the Boomerang, nearby bomb explosions, or Skull Hammer pounds.

To defeat ChuChus, hit them with your sword while they are out of their puddle form. You must stun some ChuChus before you can safely hit them.

Green: The weakest ChuChu.

Red: A stronger version of the basic Green ChuChu.

Yellow: These are surrounded by a bio-electric field; you must stun it before you can safely attack it.

Blue: Identical to a Yellow ChuChu, except it doesn't jump at you.

Dark: Turn it to stone with a beam of light and then shatter it by picking it up and throwing it, or smashing it with the Skull Hammer. Or defeat them more easily with Light Arrows.

NOTE
ChuChu Goo

Green, Red, and Blue ChuChus contain Green, Red, and Blue Chu Jelly, which you can turn into Green, Red, and Blue Potions at Doc Bandham's Potion Shop on Windfall Island (D2). Hit them with your Grappling Hook to extract their Chu Jelly.

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DARKNUT



Darknut



Darknut with shield



Mighty Darknut

Darknuts are some of the toughest common enemies in the game. Armored from head to toe, these lumbering beasts wield huge swords and are well trained in the arts of war. They are in every dungeon, starting with the Temple of the Gods, and a few other places. Wait for them to attack and press Ⓐ to execute a parry attack when your sword flashes.

To damage a Darknut, remove its helmet (making it vulnerable to jumping attacks) or cut the straps on the back of its armor to remove its breastplate (making it vulnerable to Ⓑ attacks). Properly executed parry attacks will remove a Darknut's armor, as will repeatedly attacking the armor piece with your sword.

You also can sever a Darknut's armor straps by sneaking up behind it and executing any Ⓑ attack. After an armor piece is missing from a Darknut, attack the exposed part of the Darknut's body with your sword, Hero's Bow, or Boomerang.

TIP

Darknut Dance

When fighting more than one Darknut, ZL-target the first one to raise its sword, because it will be the first to attack. If you can keep them clustered in a group, the Darknuts at the back may hit the Darknuts at the front with their attacks, saving you effort.

Most Darknuts carry only swords, which you can knock out of their hands with hits. If you disarm a Darknut, it attacks by punching and kicking, and you don't get an opportunity to hit it with a parry attack. If you leave a disarmed Darknut alone, it rushes to recover its sword. Let the Darknut grab its weapon, because you can then use parry attacks against your adversary again.

Some Darknuts carry round buckler shields, which they use to block most Ⓑ attacks, even after you remove their armor. Use parries to counter them instead.

Late in the game, you come across Mighty Darknuts, who hold shields and also wear capes to protect their armor straps. To cut the straps, slash or burn away their capes.

TIP

Crest Check

All Darknuts carry Knight's Crests. Hit them with your Grappling Hook to steal these spoils from them. Bring 10 Knight's Crests to Orca at Outset Island (B7) and he'll teach Link the Hurricane Spin attack.

FLOOR MASTER



Floor Masters haunt the Forsaken Fortress and the Earth Temple, among other places. They disguise themselves as shadowy puddles on the ground. When you approach, they spring out and try to grab you. If a Floor Master pulls you into its shadow, you reappear in another room of the dungeon. They also grab nearby objects (such as skulls, pots, or bombs you've thrown at them) and hurl them at you. Floor Masters are vulnerable to your sword, but to defeat them safely, lure them out of their shadows and then stun them with the Boomerang or shoot them with arrows.

GYORG



Encountered on the surface of the Great Sea, Gyorgs are sharklike creatures that often hunt in packs. They swim ahead of the King of Red Lions and turn to attack when you change your speed or direction. Gyorgs are vulnerable to bombs, the Boomerang, and the Hero's Bow. Press ZR while sailing to jump over inbound Gyorgs.

KARGOROC



Kargorocs are giant multicolored birds that fly around the peaks of islands, such as Outset Island, Dragon Roost Island, the Forbidden Woods, and the Tower of the Gods, among other places. They transport Moblins and Bokoblins into battle, but they are also formidable foes in their own right.

There's nothing fancy about a Kargoroc's attack—they swoop down to hit you. Kargorocs aren't tough and they're vulnerable to any weapon. Projectile weapons such as the Boomerang and Hero's Bow work best against them, especially when using ZL-targeting.

TIP

Golden Goodies

Hit Kargorocs with your Grappling Hook to pull Golden Feathers from them. Give 20 of these to Hoskit at Dragon Roost Island (F2), and he'll send you a Piece of Heart in the mail.

KEESE



Keese (left) are batlike enemies in the Forsaken Fortress and Dragon Roost Cavern. They're among the weakest foes in the game. You can defeat them with any weapon, but the Boomerang works best because it can hit them from a distance and can follow their erratic flight patterns.

Fire Keese (right) are a more powerful version of standard Keese. These fiery bats set you aflame if they hit you, which causes more damage than a normal Keese's attack. Like ordinary Keese, Fire Keese are vulnerable to any weapon, especially the Boomerang.

MAGTAIL



You encounter Magtails in Dragon Roost Cavern and a few other sweltering areas. These centipede-like enemies slither toward you along vertical and horizontal surfaces. When they get within striking range, they throw back their heads and strike with their claws. If you hit a Magtail with a normal B attack, it curls up into a ball. To defeat Magtails, continue to hit them while they are curled into a ball, or wait for them to get into striking position and press A when your sword flashes. This executes a parry attack and defeats them with a single blow. Magtails are immune to lava but vulnerable to water.

MINIBLIN



Miniblins come in several colors, but they're all the same: small creatures that rely on their numbers to overwhelm you. Miniblins run along walls and drop from ceilings. Listen for their distinctive "di-dink" chatter and defeat them with fast sword combos to keep them from swarming you. Miniblins are located in the Forsaken Fortress, among other places.

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MOBLIN



Moblins are giant pig-nosed brutes that smack Link with their spears and throw their lanterns at him to set him on fire. Strike Moblins with Ⓑ attacks. If they block, wait for them to attack and execute a parry attack with Ⓐ when your sword flashes. You also can stun them with the Boomerang to get them to drop their defenses. Moblins are tough and strong, but they're not bright. Stay on them, and they won't get the better of you.

TIP

Moblin Haul

All Moblins wear Skull Necklaces. Hit them with the Grappling Hook to pull of the spoils. Give 20 Skull Necklaces to Maggie's Father at Windfall Island (D2), and he'll give you Treasure Chart #2. Give three Skull Necklaces to Dampa at Windfall Island, and he'll let you play a fun "Piggy-Sitting" minigame, which nets you Treasure Chart #42.

MORTH

These largely harmless little guys are the larvae of Mothulas and are found wherever Mothulas are. They hop after Link as he runs past them and attach themselves to him. They do no damage, but Link moves more slowly as more Morths stick to him. Use the Boomerang to defeat them from afar, or Deku Leaf wind blasts to send them flying. Perform a spin attack (hold Ⓑ and release) to defeat them when they're attached to Link.



MOTHULA



Standard Mothulas (right) look like large, wingless moths with mandibles. They often scurry away and release Morths from their tails rather than stand and fight. They are weak enemies, but chasing them down and hitting them when you're covered in Morths is a challenge.

Some Mothulas are endowed with mothlike wings and can fly around an area dropping Morths (left). Use your Deku Leaf's wind blast or any projectile weapon to knock out their wings and ground them, then defeat them as normal.

OCTOROK



Octoroks are octopus-like creatures that pop up from the water and fire spiked rocks from their huge snouts. Ocean Octos (left) are in the Great Sea, and River Octos (right) are in the rivers of Forest Haven and Forbidden Woods. To defeat them, hold ZR with your sword drawn to block their rocks with Link's shield. They'll bounce back and knock them out in one shot!

PEAHAT



Peahats are in many areas, including Forest Haven, Forbidden Woods, the Wind Temple, Hyrule Castle, and Ganon's Tower. The yellow propeller on a Peahat's head allows it to fly through the air and attack you by running into you.

A Peahat is invincible to all attacks, excluding arrows, until you disable its propeller with the Hookshot, a Boomerang hit, or Deku Leaf wind blast. When you disable its propeller, a Peahat is immobilized and vulnerable to any other attack.

TIP

Peahat Plunder

Like Kargorocs, you can snatch Golden Feathers from Peahats with the Grappling Hook. Give 20 Golden Feathers to Hoskit at Dragon Roost Island, and his girlfriend will send you a Piece of Heart in the mail!

POE



Most Poes are in the Earth Temple, though they also lurk in other places. Poes are normally intangible and attack by taking possession of Link, which temporarily reverses your Ⓛ directions (◀Ⓛ moves Link right, ▲Ⓛ moves Link backward, etc.). Defeat a Poe by luring it into sunlight or by reflecting light at it with the Mirror Shield—either will cause the Poe to solidify, making it vulnerable. Light Arrows will also make short work of Poes.

RAT

Rats (right) are found in many indoor and underground areas, especially the Forsaken Fortress. They scurry down walls behind you and hit you to shake loose a few Rupees, which they're quick to carry off. One hit from any weapon defeats Rats, but they move so quickly that the Boomerang is your best option.



Some Rats carry and throw bombs. These creatures are called Bombchus (left). Aside from the bombs and their darker coloring, they are otherwise identical to Rats.

TIP

What a Rat-cket

If you spy a Rat hole in a wall, sprinkle some All-Purpose Bait there to get the Rats to stop attacking and open their shop. That's right: baited Rats will offer to sell you items!

REDEAD

You encounter these zombie-like enemies in the Earth Temple, among other places. They move slowly, but their piercing shriek temporarily paralyzes Link if he's nearby. To defeat ReDeads, hit them with your sword from behind, or stun them with reflected light from the Mirror Shield before attacking. The jump attack can also help Link close the distance before the ReDead's shriek paralyzes him with fear. The only projectile weapons that can hurt ReDeads are bombs, and it takes three of them to defeat a ReDead.



SEAHAT



Seahats are enormous versions of Peahats that live exclusively in the Great Sea. They float aloft until you sail near them, then they drop into the water and ram your boat. Hit them with a projectile weapon, such as the Boomerang or Hero's Bow, to knock off their propellers and immobilize them, then hit them again to defeat them.

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STALFOS



Stalfoses are giant skeletons armed with spiked clubs. You encounter them in the Earth Temple and Ganon's Tower, among other places. Keep your distance, and these lumbering bony bullies are harmless. If you get too close, they quickly swing their clubs and inflict damage.

Stalfoses are immune to almost every attack when they are whole. To weaken them, either attack them relentlessly with Link's sword until you scatter their bones, or simply toss a bomb. Once their bones are scattered, attack the Stalfos's vulnerable head with swift sword combos (try using the Hookshot to pull the head close). If you take too long, the Stalfos re-forms, and you have to throw another bomb at it to make it vulnerable to Link's sword again.

WIZZROBE



Wizzrobes are birdlike sorcerers that appear, cast a spell, and vanish. Then they reappear somewhere else and attack again. Every time a Wizzrobe appears, it makes a distinctive sound that alerts you to its presence. Wizzrobes wearing red hoods (left) cast only fireball spells. Wizzrobes with yellow hoods (right) cast fireballs and also summon other enemies to their defense. Wizzrobes are vulnerable to Link's sword, but it's usually easier to defeat them by ZL-targeting from afar and shooting them with the Hero's Bow.

WARSHIP



Warships, filled with Ganon's minions and armed with cannons, patrol several areas of the Great Sea. Close on them and pound them with bombs—they can't target close-range threats. It takes three hits to sink a Warship.



BOSS ENEMIES



Boss enemies are special enemies that Link must face before he accomplishes an important goal, such as clearing a dungeon or obtaining a special item. You fight each boss enemy once or twice during the game, and defeating it requires a combination of actions and attacks. The rewards for defeating bosses are great, but you have to earn them!

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GANON



Born as Ganondorf, a thief of the Gerudo Tribe, Ganon has risen to power and enshrouded Hyrule in darkness more than once. Only the combined efforts of a young hero in green and a Hylian princess named Zelda have stopped him in the past.

Ganon possesses the Triforce of Power and commands a legion of foul beasts. He and Link encounter each other at several points during the game, but only do battle at the game's end, in Ganon's Tower. Defeating Ganon completes the game. For more information on fighting Ganon, refer to the walkthrough (p. 261).

GOHMA



Gohma is a giant Magtail and the boss of Dragon Roost Cavern. Its constant harassment of the great Valoo has sent the Rito into chaos. It attacks with clubbing blows from its claws and spews fiery magma from its mouth. To defeat it, crack its armor by swinging from Valoo's tail with your Grappling Hook, then snag Gohma's blue eye with the Grappling Hook and attack the eye with your sword.

Defeating Gohma gives you a Heart Container and clears the Dragon Roost Cavern. For more information on fighting Gohma, refer to the walkthrough (p. 103).

GOHDAN



Gohdan is a disembodied head and pair of hands. It's the Tower of the Gods' boss, and the only dungeon boss that is not a minion of Ganon. The gods of Hyrule created it to test the mettle of potential heroes. Its hands attack with punches and sweeps, and its mouth shoots explosive fireballs.

To defeat Gohdan, ZL-target and shoot the eyes in its palms with arrows to disable them, then ZL-target the red eyes in its head and shoot them as well to disable the head. Now throw a bomb into its mouth.

Defeating Gohdan gives you a Heart Container and completes the Tower of the Gods. For more information on fighting Gohdan, refer to the walkthrough (p. 165).

HELMAROC KING



At the request of its master, Ganondorf, this monstrous bird has been kidnapping young girls with pointy ears from all of the islands of the Great Sea. It serves as the boss of the Forsaken Fortress during Link's second trip there.

Avoid the Helmaroc King's attacks until you reach the top of the Forsaken Fortress, at which point you must smash away its protective mask with the Skull Hammer and then attack its exposed beak with your sword.

Defeating the Helmaroc King gives you a Heart Container and completes the rescue of Link's sister, Aryll, and the other girls that the Helmaroc King has kidnapped (including Maggie and Mila). For more information on fighting the Helmaroc King, refer to the walkthrough (p. 177).

JALHALLA



Jalhalla is a giant Poe and the boss of the Earth Temple. It has the possession attack of a regular Poe, a fire blast that singes Link's cap, and it can emit a powerful wind gust that blows Link into the spikes that line the room.

Reflect light at Jalhalla with the Mirror Shield to make it solid and vulnerable, then pick it up and throw it into a spiked pillar to split Jalhalla into its component Poes. Defeat the Poes to defeat Jalhalla, which nets you a Heart Container and clears the Earth Temple. For more information on fighting Jalhalla, refer to the walkthrough (p. 253).

KALLE DEMOS



Kalle Demos is a giant Boko Baba and the boss of the Forbidden Woods. It hangs by its tendrils from the boss chamber's ceiling and attacks you with its powerful vines. Sever the tendrils with your Boomerang to expose its vulnerable interior and then attack it with your sword.

Defeating Kalle Demos gives you a Heart Container, frees Makar from its clutches, and clears the Forbidden Woods. For more information on fighting Kalle Demos, refer to the walkthrough (p. 126).

MOLGERA



Molgera is a giant sandworm and the boss of the Wind Temple. Its attacks include hiding in the sand and snapping you up, soaring through the air and dropping down on you, and releasing smaller larval versions of itself to attack you. Molgera larvae and Molgera's tongue are both vulnerable to the Hookshot.

Defeating Molgera gives you a Heart Container and clears the Wind Temple. For more information on fighting Molgera, refer to the walkthrough (p. 228).

PHANTOM GANON



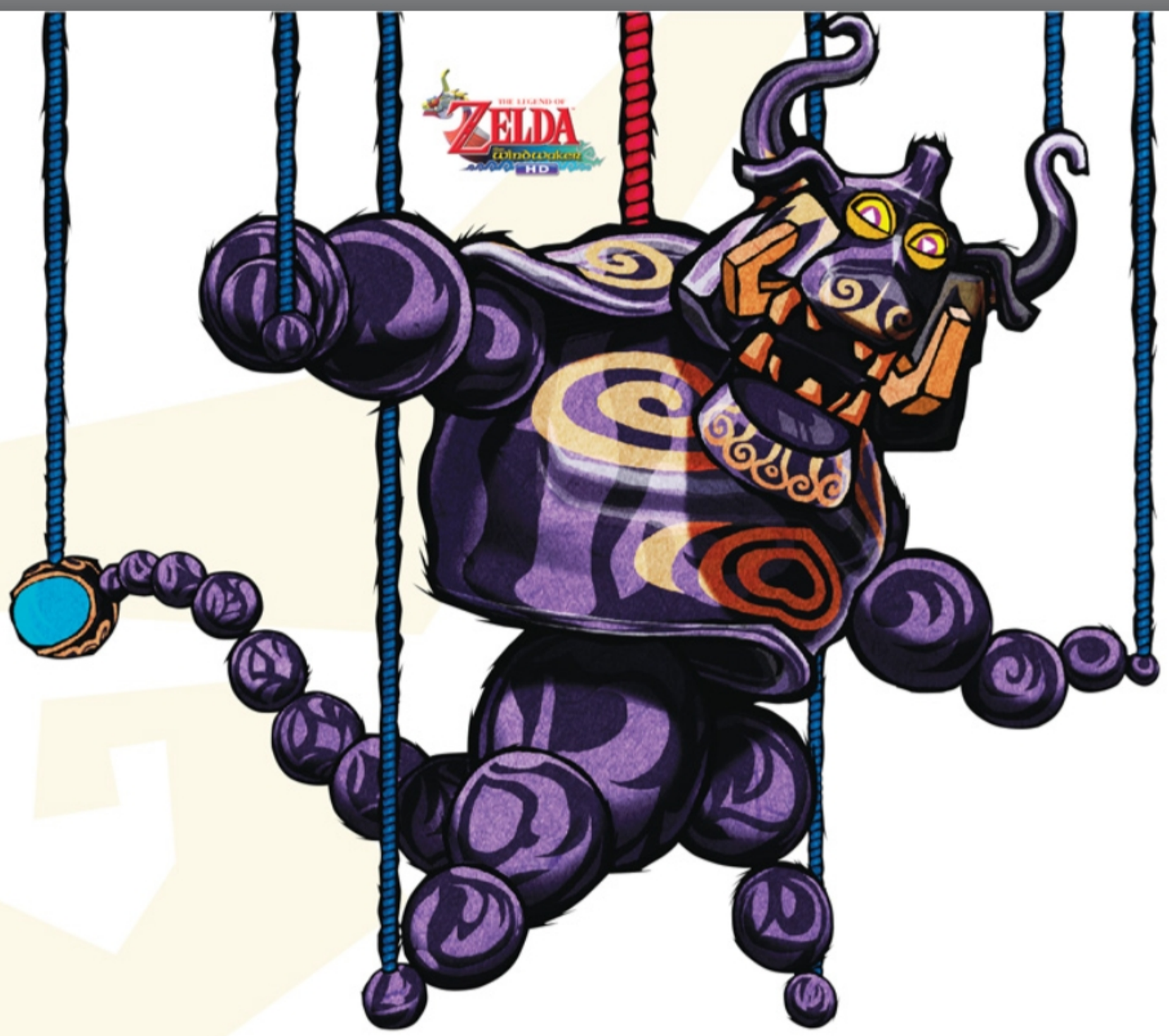
Phantom Ganon is Ganon's shadowy avatar and his first line of defense against would-be heroes. It appears as a mini-boss at two different points in the game—the first during Link's second visit to the Forsaken Fortress, the second during the Ganon's Tower quest.

In both fights, Phantom Ganon shoots a ball of magical energy that you can deflect with a well-timed sword or Empty Bottle swing. Bounce the ball back and forth until it hits and stuns Phantom Ganon, then attack the stunned boss. The first time you defeat Phantom Ganon, you get the Skull Hammer. The second time you defeat it, you get Light Arrows.

For more information on Phantom Ganon (including the new attacks it uses in the Ganon's Tower fight), refer to the walkthrough (p. 174 and p. 256).

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PUPPET GANON

Puppet Ganon is the last boss you battle before facing Ganondorf in Ganon's Tower. It is a massive marionette that assumes three different forms: a humanoid pig (shown in the screenshot, similar to the original Ganons of past *Legend of Zelda* games), a six-legged bug, and a fast-moving serpent.

To defeat it in each form, shoot the glowing blue crystal on its backside with Light Arrows. Defeating Puppet Ganon allows you to continue to the final fight with Ganondorf. For more information on fighting Puppet Ganon, refer to the walkthrough (p. 257).

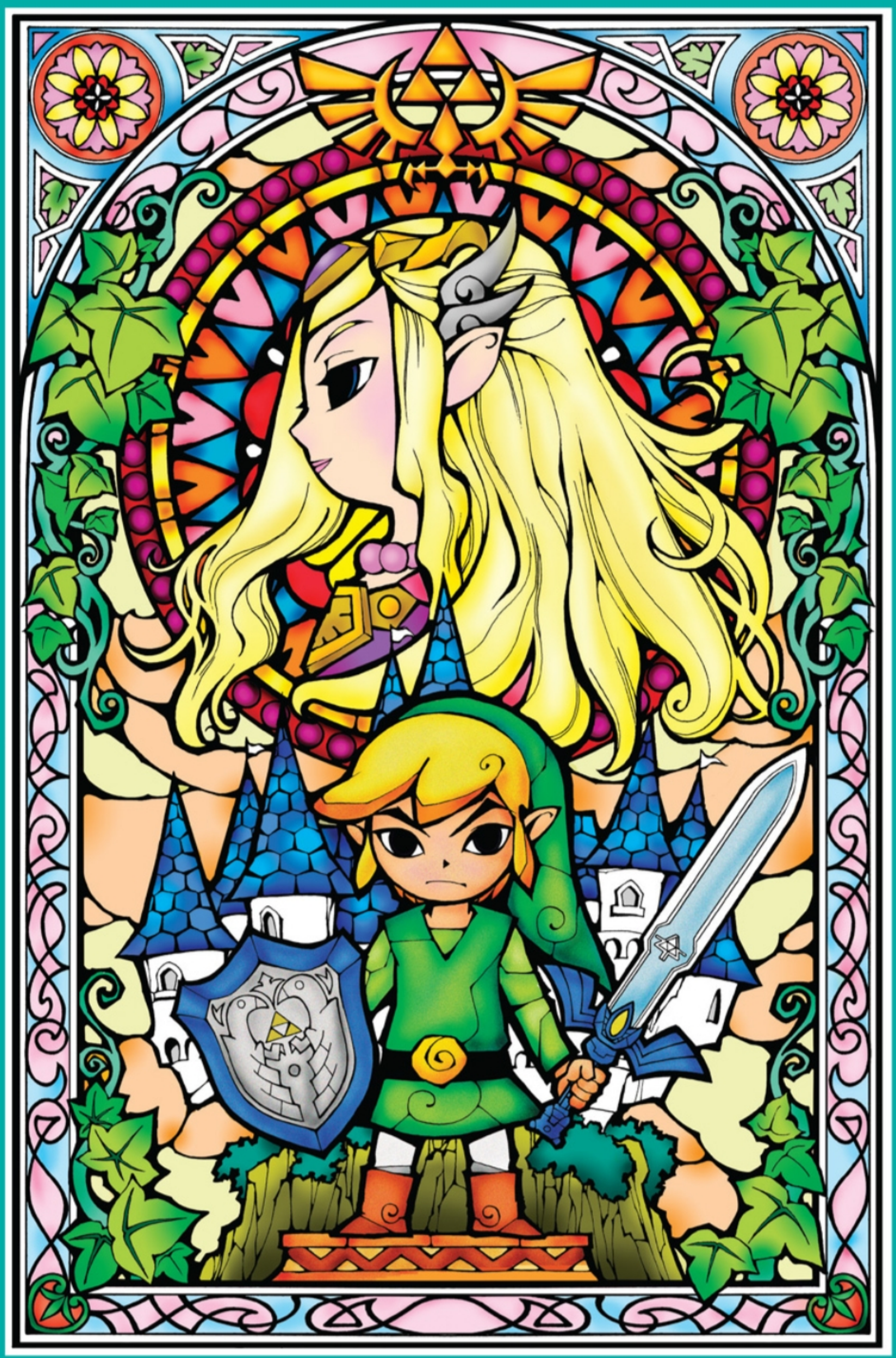


WIZZROBE (MINI-BOSS)

This Wizzrobe, encountered only in the Wind Temple, serves as the mini-boss of that dungeon. It's the first Wizzrobe you encounter who can summon other creatures. Unlike other summoning Wizzrobes, this Wizzrobe can summon other Wizzrobes, making this a chaotic fight.

Defeating this Wizzrobe earns you the Hookshot. For more information on fighting the Wizzrobe mini-boss, refer to the walkthrough (p. 221).





WALKTHROUGH

PROLOGUE

"This is but one of the legends of which the people speak..."





Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace. But one day a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died and the hour of doom seemed at hand, a young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time.



The boy's tale was passed down through generations until it became legend. But then, a day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero once again crept forth from the depths of the earth, eager to resume its dark designs.



The people believed that the Hero of Time would again come to save them. But the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In their last hour, as doom drew nigh, they left their future in the hands of fate. What became of that kingdom? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath.

On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend.



HUMBLE BEGINNINGS

OUTSET ISLAND (B7)



MAP LEGEND

Hero's Shield | Hero's Sword | Telescope

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Your adventure begins in a small, quiet town on Outset Island. Very few people live here and fewer still venture away from it. Most are content to spend their days in quiet solitude, and this includes a young blond-haired boy garbed in blue named Link.

Link, his grandmother, and his sister Aryll live peaceful lives. So much so that Aryll, after a thorough search of the town, finds her brother napping in the town's watchtower. She is quick to remind our groggy protagonist that today is, in fact, his birthday and that their grandmother is looking for him. So without further delay, let's go see what she wants.



You now have full control of our half-awake hero. Climb down the watchtower ladder using Ⓛ to move Link. All you need to do is approach the ladder and Link will hop onto it automatically. If the camera isn't facing the direction you want to look, just hit ZL to point the camera in the direction Link is currently facing or use ® to adjust the camera manually. While climbing down the ladder, you can press Ⓐ to have Link let go of the ladder, taking you to the ground with all the grace the lazy Link can provide.

CAUTION

The Dangers of Gravity

A quick warning about falling: While falling from this particular ladder is safe, Link will take damage if you fall from too great a height, so take care not to play daredevil or you will lose health when you hit the ground.



At the bottom of the ladder, follow the dock to the dirt path. Follow the dirt path and take a right when it forks. From here, continue along the dirt path, walking over the wooden bridges suspended over the ocean water. Continue onto the dirt path, ignoring the right turn toward the beach along the way, and follow it until it forks one last time. Take a right at the fork and Link's humble abode will be right in front of you. Head up the wooden ramp and press Ⓐ at the door to enter.

After you enter, climb the ladder to find Link's grandma. She has a present for Link: the traditional green Hero's Clothes worn by boys at their coming-of-age. Link isn't thrilled about wearing a long-sleeved tunic and a pair of tights in tropical weather. As if sensing her grandson's disappointment at his new wardrobe, Link's grandma reminds him that he'll only have to wear the clothes for a day. She's also decided that she wants to throw a party for his birthday and is going to invite everyone on Outset Island. While she prepares for the coming festivities, she asks Link to go find Aryll.



Turn around and head down the ladder or just run of the ledge—don't worry, Link will automatically jump of of it for you.

NOTE

A Hop, Skip, and a Jump Away



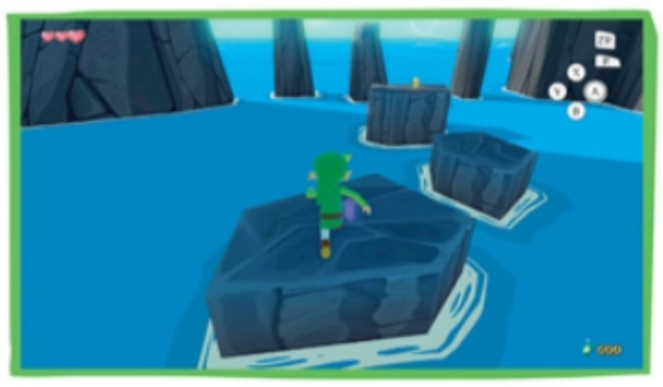
In *The Wind Waker*, as with other *Legend of Zelda* games, Link will automatically jump whenever he is running toward a ledge. So don't stress out if you can't find the Jump button. Instead, just hold Ⓛ toward any ledge and watch our hero soar...well, for a moment before gravity kicks in.



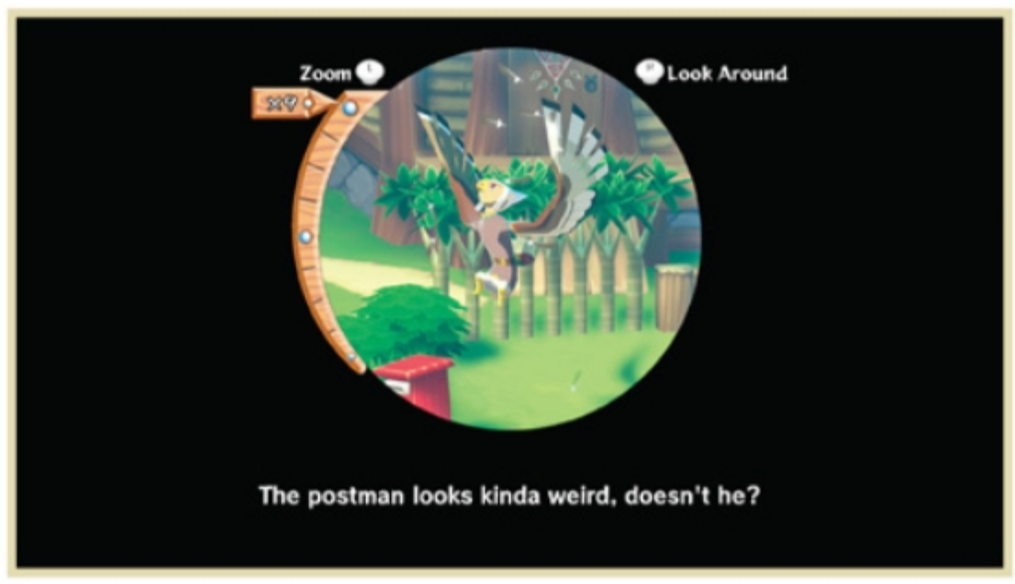
To find Aryll, head back out the door and follow the path across the two bridges to the watchtower.

TIP

Skipping Stones



On your trek to the watchtower, in between the two bridges, you'll find a boy named Joel holding a stick. Behind him is a set of stones sticking straight out of the ocean water with Rupees on top (15 Rupees to be precise). This is a good chance to practice your jumping while also getting your first bit of money to start you off on the right foot. Jumping is automatic, so just line yourself up with each stone, hit ⓩⓁ to straighten the camera, and hold Ⓛ to make the jump.



While peering through the Telescope, Aryll notices the often-elusive Rito postman, Quill, delivering letters in front of Link's grandma's house. Why not take a gander for yourself? In the process of scoping out Quill, he begins to panic. What's got him so spooked? Aryll seems to have spotted it as well and asks Link to look up at the sky, so zoom out and do just that.

Once you are back in the watchtower, Aryll gives Link his birthday present, which is also her most prized possession: her favorite Telescope. Ever eager, Aryll asks Link to give the Telescope a whirl.





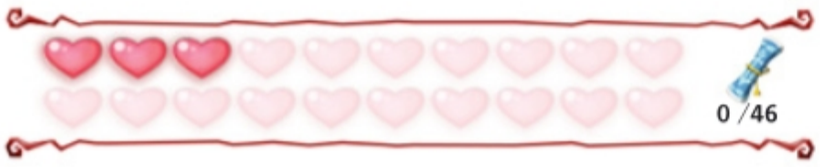
Above the tiny Outset Island, a beastly bird holding a young girl in its talons is zigzagging to avoid the stone-throwing-catapult attacks of a pirate ship in the ocean below. Unfortunately for the monstrous mallard, the pirates pull of a precise attack and knock the girl out of the vulture's talons into the island's forest. There is now but one thing to do: make sure that the girl is safe, but with the aggravated avian still in the area, Aryll suggests that Link find some method of self-protection.

NOTE

Take a Look



To use the Telescope with a regular controller, press ⊕, highlight it, and press either Ⓧ, Ⓨ, or Ⓡ to assign it. Leave the menu and press the button you chose to use it. If you're using the Wii U GamePad, simply use the touch screen to drag and drop the item into the slot labeled with your button of choice. Use ® to move the Telescope around, and use Ⓛ to zoom in and out.





Where could someone go to find a weapon on this typically peaceful island? Why, the swordmaster Orca, of course! Head back down the watchtower and follow the path toward your house. Once you cross the two bridges and reach the beach on the other side, head to the first house on your left to find Orca's residence.



Once you approach Orca's house, you will be stopped by his brother Sturgeon, who will teach you how to ZL-Target. This incredibly useful mechanic will allow you to lock on to enemies and other characters you meet on your adventures. Afterward, head into the door directly below Sturgeon to obtain and learn how to wield a blade from Orca.

NOTE

Respect Your Elders



If you're willing, you can head up to Sturgeon's floor. Aside from ZL-Targeting, he will also offer to teach you some other mechanics if you're up for trading some of your precious time in exchange. Accept his offer if you want to learn some extra tricks and tips by reading the notes tacked across his wall.



Once inside, talk to Orca and he'll sense Link's urgency. He immediately offers to train Link in the way of the sword. Follow his instruction and you'll master the art of the blade in no time.

NOTE

The Sword-Wielders Cheat Sheet

In case you miss something, you can train again by talking to Orca or by taking a look at the list below:

Horizontal Slice: Press B

Vertical Slice: ZL-Target your enemy and then hit B

Thrust: ZL-Target your enemy, hold L, and press B

Spin Attack: Hold B for a second or two and then release. Alternatively you can rotate L in a full circle and hit B to trigger the same attack.

Parry Attack: ZL-Target your enemy and wait until your sword flashes green and the A flashes on the bottom of the screen, then hit A to parry.

Jump Attack: ZL-Target your enemy and hit A



After finishing your training, Orca hands Link the Hero's Sword to keep. With a weapon in hand, Link is ready to head into the forest and find the problematic parrot's fallen hostage. Head back out of Orca's house and take a right onto the dirt path. Cross the two bridges again and follow the path past the watchtower. Head up the hill and cut down the trees blocking your path. Continue up the path until you see a bridge. Cross the bridge and head through the passage on the other side of the gorge to reach the Forest of Fairies.



FOREST OF FAIRIES



Inside the forest, Link quickly locates the fallen girl hanging from a tree, unconscious. Run straight up the path connected to the wall on your right. Jump down the ledge and you'll face your first enemy: a Blue Bokoblin.



After parting ways with the wayward Bokoblin, climb up the stump and hop up the ledge ahead. Head toward the fallen log at the end of the path past the giant boulder (we'll come back to that later) and follow it up over the ledge on your left.



Enemy: Blue Bokoblin



The Blue Bokoblins are simple enemies that you can defeat in a variety of ways, but especially with your trusty Hero's Sword. Their attacks do little and their defense is low. Use a ZL-Target on a Blue Bokoblin and hit B repeatedly to fell these weak opponents.

TIP

Finders, Keepers



If you're looking to increase the population of your wallet, before climbing the stump and jumping to the ledge ahead, turn around and hold ZR to crawl into the fallen log to find a Red Rupee worth 20 Rupees.

NOTE

Saving It for the Big Leagues

After this point, you will rarely, if ever, be told about red, blue, or Green Rupees that are in an area outside of a treasure chest. There are much larger Rupees to find, which we will point out early and often.



After hopping off the log into the coppice below, two more Blue Bokoblins will be air-dropped into the Forest of Fairies to battle Link. Dispatch them and the mysterious girl will come to her senses and shake herself off the tree, wondering where she is and what the story with Link's wardrobe choice is. Before any of her pressing questions can be answered, one of the pirates, named Gonzo, races to the aid of the girl. It so happens that the girl, whose name is Tetra, is also one of the pirates, and she is looking to teach the giant bird that dropped her a valuable lesson.

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Link follows Tetra out of the Forest of Fairies and is greeted from across the bridge by his sister Aryll. Unfortunately, the greeting is cut short when the lethiferous lark swoops in and mistakenly grabs Aryll instead of Tetra, flying away with her in its claws.



In light of seeing his sister snatched by the anarchic avian, Link decides that he is going to bring her back. He proposes this idea to Tetra and Gonzo only to receive a resounding dispassionate, "No way." Tetra, feeling comfortable washing her hands of the situation, believes that she and the rest of the pirates had no hand in the giant bird's kidnapping of poor Aryll. Lucky for Link—and Aryll—Quill, the Rito postman, seems to see it differently.



After a short, one- sided debate, Tetra finally yields to the wise Rito's council and decides to let Link join her crew IF he can find some manner of defense beyond just his sword. As it stands, if Link is to hunt the behemoth bird, he must head to its nest in the Forsaken Fortress: a foreboding, hostile place that gives parley to no man—or woman! Any and all preparations will be necessary if Link hopes to bring back his young sister unscathed.

If nothing immediately pops into your head for what you could use to defend yourself, why not mull it over after you visit Link's grandma? It'd be wise to let her know what has happened to her beloved granddaughter.

Back at home, talk to Link's grandma; it seems that she has divined something terrible has happened. Poor grandma...but since Link has been home, something seems to have sparked an idea for a method of defense...something up the ladder...That's right! The shield in the middle of the reef on the second floor! Climb up the ladder to retrieve it. But wait...it's gone! Maybe Link's grandma knows where it went...



Again proving that her intuition will never dull, Link's grandma has seen the future. As you climb back down the ladder, she will present Link with the Hero's Shield, the item you need to convince Tetra and the other pirates that you're not a liability. You can head back to the pirates at any time to set off on your journey to rescue Aryll.

3 HERO'S SHIELD

TIP

Before You Set Sail



There are a few sources of Rupees for you to find on Outset Island that would certainly leave your wallet feeling a bit heavier—and no one is going to argue on why that "isn't" a good idea.

CAUTION

Mo' Money, Mo' Problems

It's important to understand that while grabbing every Rupee you see is generally a good idea, your wallet is currently limited to 500 Rupees and reaching that limit means losing out on any Rupees you find until you can spend what you already have. So, grab what you can, but when you start reaching that 500 Rupee limit, start spending so you have space in your wallet when you open a chest with a prize Rupee in it.

TIP

Before You Set Sail, continued

The Three Little Pigs

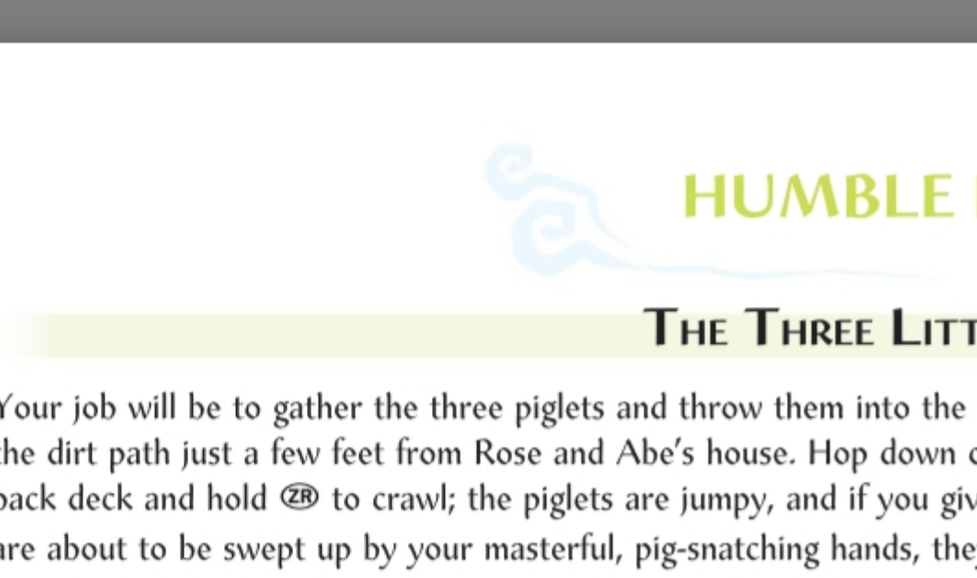


One of the first minigames you can play in *The Wind Waker* is all about capturing pigs. Around Outset Island are three roaming piglets who need a new place to live. Your first order of business is to locate Rose and Abe's house. Right after exiting Link's house, take the first right and follow the path up the slope to the house at the top of the hill. Rose and Abe's house has a pigpen attached to the side of it.

The Three Little Pigs, continued

Your job will be to gather the three piglets and throw them into the pigpen. The first is down the dirt path just a few feet from Rose and Abe's house. Hop down onto Orca and Sturgeon's back deck and hold ZR to crawl; the piglets are jumpy, and if you give any indication that they are about to be swept up by your masterful, pig-snatching hands, they'll take off in a hurry. Crawl up behind the pig until you are pretty much headbutting it, let go of ZR, and hit A to grab the piglet. Once it is in your possession, simply run it back up the slope to Rose and Abe's house and throw it in the pigpen by pressing A. Talk to Rose to collect a Red Rupee. Follow these instructions for the other two piglets to complete the minigame.





The second piglet is found on the left side of Orca and Sturgeon's house.



The final piglet is located behind the house directly in front of the watchtower, straight ahead of the two bridges.

Buried, er, Hidden Treasure



There are two treasure chests on Outset Island containing Rupees. You can find the first treasure chest in the house in front of the watchtower (where you got the third and final piglet, remember?). Head into the house and hold ZR to crawl under the bed—a Green Rupee under the bed will mark the location. Crawl through the passage under the bed to locate the treasure chest containing a Red Rupee.

Secret Stash



If you're really dying for some more treasure, you can find the second treasure chest under Link's house by crawling (with ZR) underneath his porch. Follow the path underneath the deck and you'll end up under the house. Inside you'll find the treasure chest with an Orange Rupee worth 100 Rupees. Not a bad amount to start with, huh?

TIP

Seems Like More of a Bait Boat...



There is one last thing you can do before taking off with Tetra and the other pirates: visit Beedle's Shop Ship. You can find the Shop Ship within swimming distance just off the coast of Outset Island. Climb aboard and head through the ship's door to find Beedle.



Speak with Beedle to purchase his wares. Move L to browse his stock and press A to make a purchase. Your first order of business should be to purchase a Bait Bag; after all, you can't hold bait without one and bait is pretty much all Beedle deals in at this particular location. Afterward, purchase a Hyoi Pear and then buy a two or three All-Purpose Baits; they'll come in handy later.



NOTE

Hunting Like a Pro

Bait is used to entice animals, which can result in a great many different interactions. Some animals will stop feeing while others will actively assist you if given proper bait. It's always a good idea to have All- Purpose Bait on hand, so make sure to stop by Beedle's Shop Ship.



You are now ready to leave Outset Island, so without further delay, head back to the pirates and talk to Tetra to begin your trip to rescue Aryll. After a heartfelt good-bye, Link, Tetra, Gonzo, and the rest of the pirate crew sail away from the small, happy village that Link calls home.

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THE HUNT FOR ARYLL

PIRATE SHIP

There isn't a lot to do on the pirates' ship, and Tetra isn't very pleased having Link aboard. To cool the hotheads, head down to the door just past the mast (the pole with the sail on it) and go through it. Take the stairs directly ahead of you to meet Niko, the pirate who you replaced as the bottom of the food chain on this ship.



NOTE

The (Wo)Man in Charge



If you try entering the room at the top of the stairs that lead down to Niko, you'll be stopped by Nudge, a monumental pirate who is as loyal as he is big. He will tell you that no one enters Tetra's room, not even "real pirates." It would seem that Tetra is more than just another pirate; she is actually the pirate **leader**.

TIP

Link: The Potslayer



At the bottom of the steps is a door leading into an open area. Before you cross its threshold, look at the walls to the left and right; there are two sets of pots on shelves mounted on the walls on either side. Roll into either of these walls by holding Ⓛ and pressing Ⓐ; the pots will fall and you'll gain a few extra Rupees. Remember this technique whenever you see pots on the wall to get Rupees and Hearts.



Head through the doorway at the bottom of the stairs and you will be greeted by Niko, the second-lowest pirate on the ship's totem pole. Reveling in his new placement, he informs Link that he must complete the test all pirates have to take in order to earn their place on the ship. He warns Link that the test will be painful, full of bumps and bruises, and that it should take at least a year to finish it. Let's prove him wrong, shall we?

SWINGING SHENANIGANS



Niko's test involves platforms that rise from the ground and lamps hanging from the ceiling. Your goal is to reach the room's other side by jumping and swinging from platform to platform. The catch—and there is always a catch—is that you have only 60 seconds to make it across before the platforms lower back to the ground and you have to start all over.



This can be a real challenge if you're the rushy type. The important thing here is patience and moderation. Every time you jump onto a platform, line your camera up with the lantern before trying to make the next jump. Watch the lanterns and jump when they begin to swing back toward the middle of their arc, instead of at the far left or right of it. When on a rope, don't jump off of it when you are at the height of your swing (you will likely overshoot your jump and land smack-dab on the floor); instead, jump just before the top. If you jump onto the lantern higher than you wanted, you can hold the ZR Button to stop your swing and use the Left Stick to climb up and down the rope. You can also turn while swinging by holding the Left Stick left or right.



The path to the room's other side is pretty straightforward; if you can reach a lantern from a platform, you know it's the one you need to be jumping onto. If you fall, just climb back up the ladder attached to the starting platform with the switches on it and try again. When you fall, activate the switch to lower the platforms right in front of the ladder to give yourself the maximum amount of time.

TIP
Time Management

When you first start the minigame, head to the platform's left side and activate the switch to lower it; then head right and hit the switch to raise them again. This will reset the timer, ensuring you get the most time possible to take on this challenge.



Once you've completed Niko's challenge (and utterly stunned him with your speed in the process), you will be awarded with the Spoils Bag, which will hold various items dropped by enemies. After you grab the Spoils Bag, Tetra will call for Link, telling him that they arrived at the Forsaken Fortress. Best not to keep the hotheaded pirate leader waiting. Jump down from the Spoils Bag treasure room, climb up the ladder at the room's entrance, and head to the deck.



TIP
Loose Change



Much in the same way you threw the piglets during the minigame on Outset Island, you can also throw and break objects, such as pots and barrels, like the ones located in the room where Niko is stashing the Spoils Bag. Pick these up with Ⓐ and press Ⓐ again to throw them; they'll break into little bits and drop items. This is an invaluable skill that will help you get Rupees, Hearts, and other items along your journey and works wonders in areas you can't draw your sword. Use it whenever you get the chance. After all, everyone has a little vandal in them.

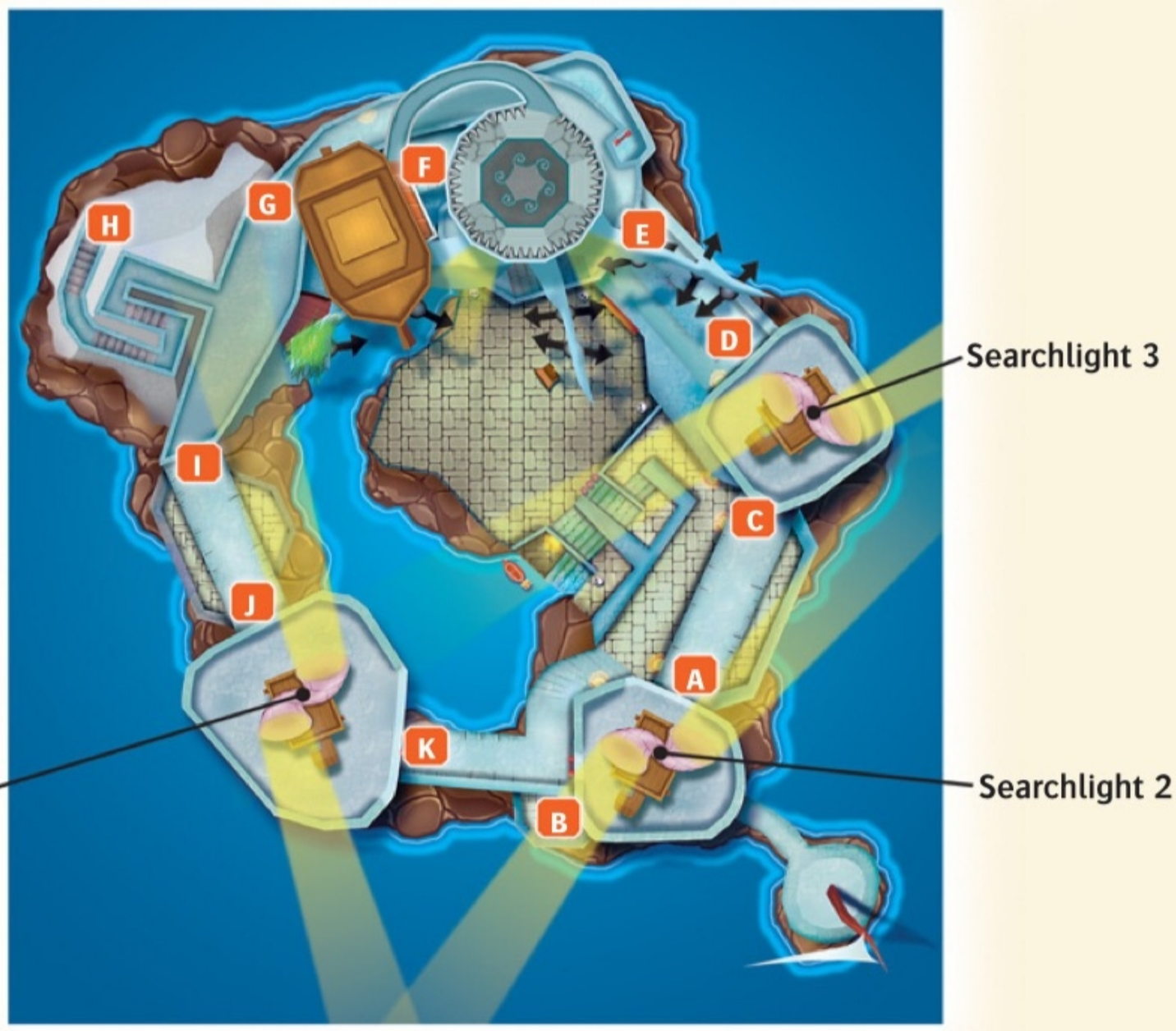
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FORSAKEN FORTRESS (A1)



MAP LEGEND

- A – K To/From
- Dungeon Map
- Compass
- Chest #1 (Piece of Heart #1)
- Chest #2 (Yellow Rupee)



FOR THE SAKE OF THE FORSAKEN FORTRESS



When you're on the ship's deck, Tetra will call you from atop the mast. Walk around to its other side and climb the ladder. At the top of the mast, Tetra points out to Link the Forsaken Fortress in all its foreboding glory. As it turns out, she has history with the fortress's previous owners, but the place has changed ownership recently, and nothing but terrible rumors have been heard about the place since. And to confirm those rumors, the ruinous raptor that kidnapped Link's beloved little sister is perched in his nest inside the fortress, just as Quill said. This place has "bad news" written all over it.

To make matters worse, security is unnervingly tight around the structure, making a direct approach impossible. How will Link be able to enter? Think...think...think...



Before Link can come up with a practical plan, Tetra decides to take a more... excessive approach and loads Link onto the ship's catapult. Before our silent friend can muster up a protest, Tetra has Gonzo pull the lever, sending Link via airmail into the unfriendly fortress.



Unfortunately, Tetra's aim isn't great, which becomes apparent when Link smashes against one of the fortress towers, losing his Hero's Sword in the process. When Link comes to, he is drenched and defenseless, but he's in one piece.

Out of nowhere, he hears Tetra's voice as though she was nearby, but how can that be if she's still on the boat? It turns out that she snuck the Pirate's Charm into Link's pocket before her attempt to catapult him into oblivion. The Pirate's Charm allows Tetra and others to see what Link is doing and communicate with him directly.



6 PIRATE'S CHARM

NOTE

Charming



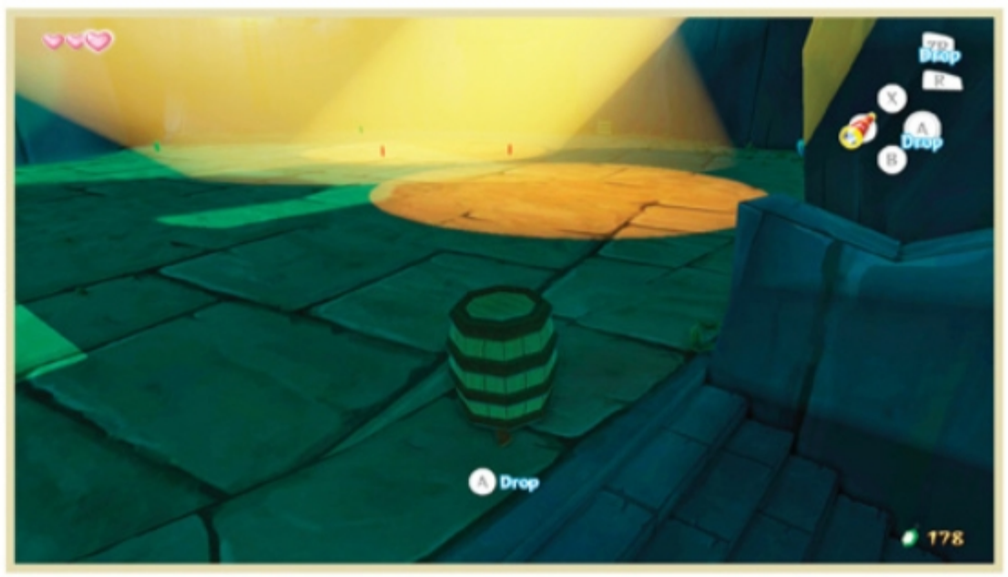
When a character wishes to speak with Link, the Ⓐ icon in the screen's top-right corner will change while a twinkling tone sounds, indicating that someone is trying to contact him. Hit Ⓐ to answer the call and you'll often be given hints and tips on where to go next or what to do with a given puzzle.

THIS IS A SNEAKING MISSION

Without a weapon, Link is at a distinct disadvantage against whatever adversaries he may face while in the Forsaken Fortress, so stealth is going to be your greatest ally. While in the Forsaken Fortress, you will find barrels. Rather than breaking them, pushing Ⓐ on a barrel will result in Link lifting it over his head and hiding in it. To take the barrel off, just push Ⓐ again or push R. Holding still while under the barrel—or rather, not moving Ⓛ—will result in Link lowering the barrel to the ground, making him invisible to any patrols in the area. Staying out of the searchlights and the gaze of patrolling enemies is the key to making it through the fortress unscathed.

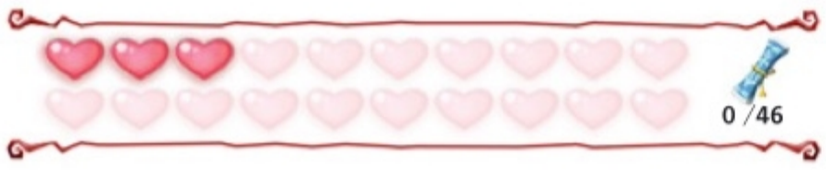


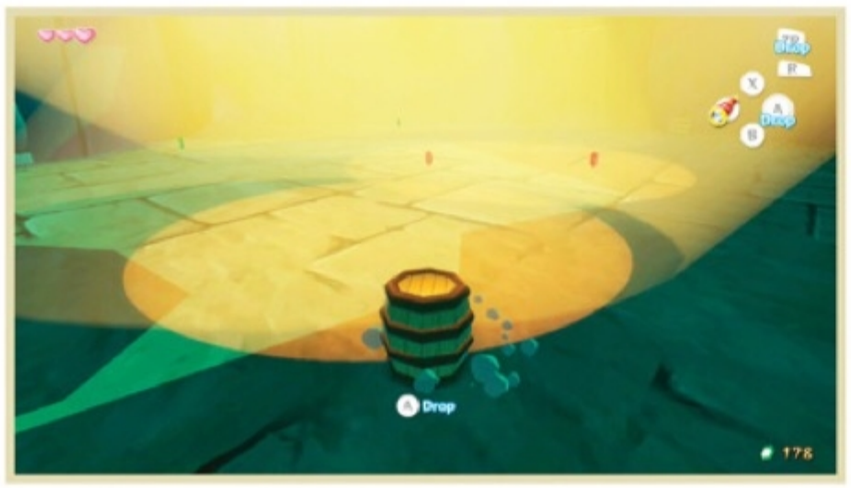
1. WHO PUT OUT THE LIGHTS?



Your first order of business is to head up the stairs to the right of the landing you start on. Your goal is to turn off all three sets of searchlights in order to venture through the fortress freely. Well, sort of freely; there will still be plenty of guards patrolling the area, so don't get too comfortable.

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In the middle section of the two sets of stairs are a couple of barrels. Grab one with Ⓐ. Head up the second set of stairs and you'll reach a courtyard with two roving spotlights. If either of these searchlights catches you without a barrel or while walking with your barrel on, you'll be thrown in a holding cell and will have to find a way to escape (or read the "Jail Break" note below), so do your best not to get caught. If one passes over you, hold completely still by letting go of Ⓛ to avoid detection. In the center of the courtyard are two Red Rupees. If you're feeling gutsy enough, go and grab them to net yourself 40 more Rupees.

NOTE

Jail Break



If one of the spotlights catches you, or if you're spotted by a patrolling enemy, you'll be taken to a holding cell inside the Forsaken Fortress. This can really put a damper on your trip. In order to escape, jump onto the table in the middle of the cell and then hop onto the bookcase against the wall. Pick up the pot to reveal a crawl space. Crawl through it and you'll be free as a bird. Head down the ramp, open the treasure chest—if you haven't already—grab the Dungeon Map, and then jump onto the lantern hanging from the ceiling. Swing across the gap and take the door on the right to get back to the courtyard and to find your bearings again.



Afterward, climb the set of stairs to the right side of the steps leading up from your starting point. Take all three sets of stairs and walk up the slope just past the archway. Remove the barrel for the time being. Follow the sloped path until you reach a ladder at the path's end. Climb it and you'll be at the first of the three sets of searchlights. All you need to do now is defeat the Blue Bokoblin operating the searchlights. Easy enough, right? Well, maybe with the Hero's Sword, but since you are weaponless, you'll have to be a bit more creative.

NOTE

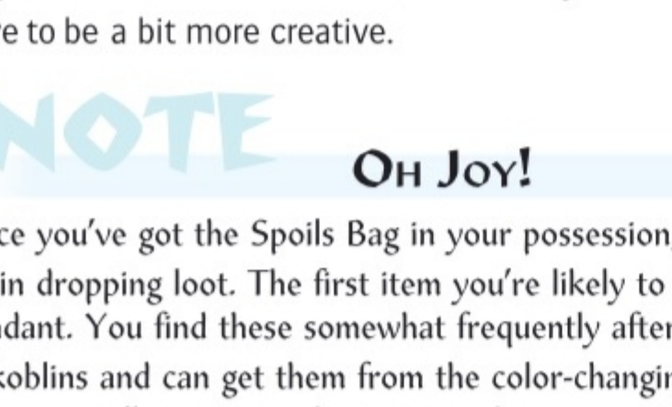
Oh Joy!

Since you've got the Spoils Bag in your possession, enemies will begin dropping loot. The first item you're likely to find is a Joy Pendant. You find these somewhat frequently after defeating Bokoblins and can get them from the color-changing Treasure Spheres. Collect Joy Pendants every chance you get and hang on to them; they'll be useful later.

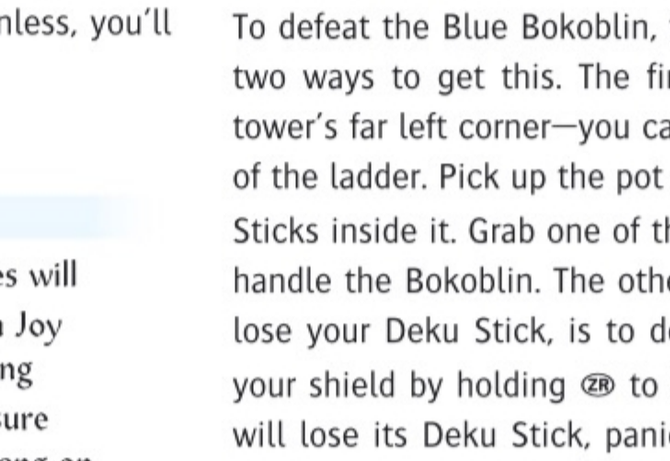


To defeat the Blue Bokoblin, you must grab a Deku Stick. There are two ways to get this. The first is to retrieve it from a pot in the tower's far left corner—you can spot it right when you reach the top of the ladder. Pick up the pot and throw it to get access to the Deku Sticks inside it. Grab one of the sticks with Ⓐ and you'll be ready to handle the Bokoblin. The other method, which will also work if you lose your Deku Stick, is to deflect the Blue Bokoblin's attack with your shield by holding ZR to block. After a hit or two, the Bokoblin will lose its Deku Stick, panic, and then race to it or another stick lying on the floor. This is your chance to get its stick, or another stick, and then swing away. The Bokoblin should go down after three or four hits, leaving the searchlight unmanned and shut down for good.

2. WHO'S AFRAID OF THE DARK?



Hop off the tower the way you came up and follow the sloped path until you reach the archway, which should now be on your right at the bottom of the slope. Head through the archway and take a right, heading through the door at the end of the hall.



Your next destination is the door at the end of this room, but before you go, look left to find a treasure chest on the gap's other side—if you haven't been spotted by a searchlight or patrol by this point, as this is the room you were taken to after being spotted. Jump onto the lantern hanging from the ceiling and swing across to the other side, just like you did during Niko's test. Do your best not to fall here; the first floor of the Forsaken Fortress offers only enemies and a quick passage to a holding cell. Open the treasure chest to find the Dungeon Map for the Forsaken Fortress. Now, swing back to the other side and head through the door on your left, just past the pots.

NOTE

Dungeon Maps and You

The Dungeon Map allows you to see a full layout of whatever dungeon you're in currently regardless of whether you've been to every room. It's a very useful item for keeping track of where you are and where you need to go. Note that every dungeon has its own Dungeon Map, and the Dungeon Map you acquire in one dungeon will not work in another dungeon.

TIP

Heart Piece Opportunity: Piece of Heart #1



This is your opportunity to get your first Piece of Heart. Instead of swinging across on the lamp, fall straight down into the gap. In this room is a large collection of barrels and another prison cell. Inside the prison cell is a treasure chest containing the Piece of Heart, but the cell door is locked. To open it, run behind the collection of barrels to the right of the cell door and you'll find a switch. Step on the switch and the door will open. Enter the cell and collect your prize.

7 PIECE OF HEART #1



You can get back to the second floor with ease if you just walk out of the room and get spotted by a lantern-holding Moblin patrolling the area. You'll be captured and sent back to the room above (see the "Jail Break" section on the previous page).

NOTE

Enemy: Rat



Rats don't take much to defeat, but their speed and teamwork with other Rats make them an enemy you can't ignore. A single hit from anything, from the Hero's Sword to a pot, will take them out, but it's best to avoid them altogether if possible since taking a hit from one makes Link drop some Rupees, which the little thieves will greedily try to steal.



After heading through the door, take a left through the archway and then another left to reach a ladder. Climb it to find the second set of searchlights. Dispatch the Bokoblin the same way you did with the other one to shut down these searchlights too. You'll find the pot of Deku Sticks to the left after you climb the ladder.

TIP

A Profitable Diversion



After shutting down the second set of searchlights, instead of taking a right after heading through the archway at the bottom of the ladder, take a left and enter the northern door at the end of the hall.



Once in the room, jump down to the first floor while avoiding the hexagon-shaped carpet below. Look left to find a treasure chest on the bottom bunk of a stack of beds.

If you touch the carpet, the Moblin bust attached to the wall will begin shooting lasers at you from its eyes, and who wants that? No one, that's who. Open the treasure chest to find a Yellow Rupee worth 10 Rupees. Climb the ladder to the left of the treasure chest to get on top of the beds. Another ladder atop the beds is connected to the platform from which you entered the room.

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3. LIGHTS OUT



Climb down the ladder, go through the archway, and take a right, heading back through the door you first entered. You are now in the hall just above the courtyard entrance. Enter the door at the end of the hall. Almost directly ahead are some barrels, and behind those barrels is a treasure chest containing the Compass.



Use the lantern hanging from the ceiling to swing across the gap to the door on the other side and head through it. Be careful not to fall into the gap or you'll face a horde of Miniblins.

NOTE

A Navigator's Best Friend



The Compass marks treasure chests and the location of the dungeon's boss on your map. This item goes hand in hand with the Dungeon Map and will help you clean a dungeon out completely.

Enemy: Miniblin



Miniblins are like a combination of Blue Bokoblins and Rats. They go down easily, attack in packs, can climb walls, and are pretty speedy little monsters. However, they are relentless in their wave-after-wave attack habits. You can take them out with one hit by just about anything, but they usually replace their fallen with backup, so you'll have to fight several of them to stop the attack. Even with the Hero's Sword, these guys are not to be trifled with. Without the Hero's Sword, you should run, and run fast.



On the door's other side, head down the hall and turn left at the second opening, then an immediate left up the slope. Follow the path to a ladder, on your right. There are two ladders on this platform, but you can't climb the second one yet, so ignore it for the time being. Instead, climb the ladder on the right and you'll be at the third and final set of searchlights. Again, the pot of Deku Sticks is on your left at the top of the ladder. Break it and do what you do best: thump the Bokoblin operating the searchlight.

4. MOBLIN MANIA



Once finished with the Bokoblin, climb down the ladder, head down the slope, go back through the opening, and take a left in the hall. Go through the door at the end of the hall. Jump onto the lantern hanging from the ceiling and swing to the other side. Head through the door to the next room.



You're now back outside. Nothing like some good ol'-fashioned fresh air to lift your spirits in this dreary place. Head down the passage and turn left to find a box sitting on a ledge. Push the box over the ledge by holding Ⓐ; this will create a quick way to get back to this location if you fall off a ledge at any point while in the outside areas of the Forsaken Fortress. Afterward, turn around and head through the door on your left.



You'll find two patrolling Moblins in this room. You have no way of defeating them without your Hero's Sword, so stay hidden; if they spot you, they'll escort you to your very own deluxe holding cell, setting you back to the Treasure Map room. After entering the room, look left to find a barrel: grab it to stay hidden from the Moblins. With your barrel, head down the passage, avoiding detection. Your destination is the door just up the small flight of stairs at the room's north end.



The best way to avoid Moblins is to tilt Ⓛ slightly to walk slowly when near one. When near a Moblin, stay still and wait for it to pass before moving again. If a Moblin detects you and you were moving slowly, it will recoil; this is your cue to stop moving. If you are fast enough, the Moblin will ignore you and go back to its patrol.

Enemy: Moblin

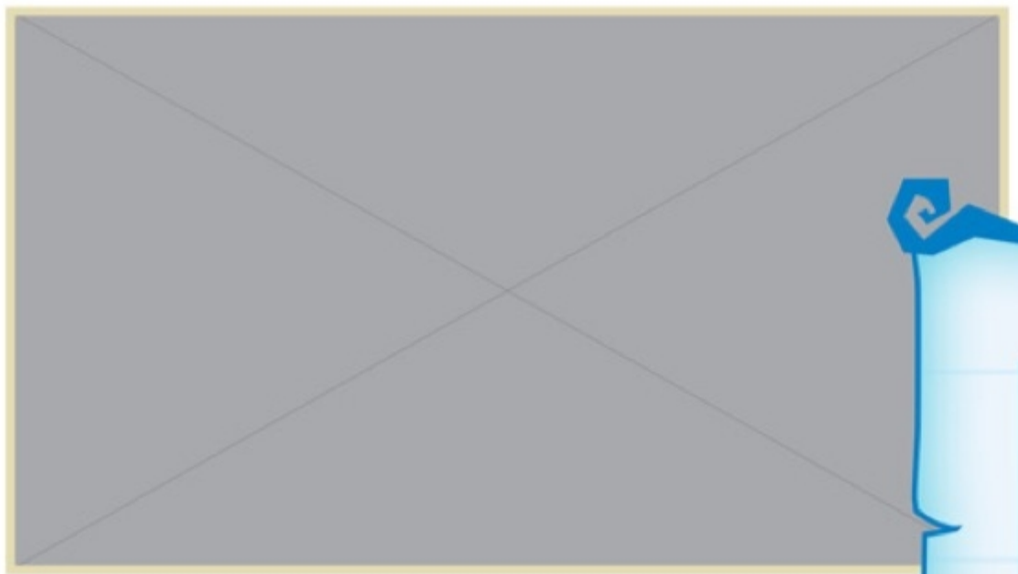


Moblins are giant pig beasts that are vicious warriors when faced in armed combat. Luckily, your first meeting with the Moblins won't result in combat, but you will have to battle their keen sense of smell and unceasing patrol of the Forsaken Fortress. Stay hidden, be patient, and move slowly to avoid detection by these monsters. If they do spot you, it'll be straight to a holding cell!



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5. ONWARD AND UPWARD



Outside again, climb the three large flights of stairs and grab the barrel at the top. Head down the path to the left of the stairs. A Moblin patrols in the distance; just sneak past it the same way you did in the room before and turn left around the corner. Head past the yellow lit window on your left and then remove the barrel—you are safe here.



Continue up the slope to a gap. Jump into this gap and head left, and you'll find another box sitting on a ledge. Push it over the ledge to create another quick route back to this location in case you fall, then turn around and climb the ladder back up to your previous location. Now you're back at the gap and probably wondering how to deal with such a seemingly impassible obstacle. Well Link, the clever devil, is nothing if not resourceful. Simply walk toward the wall and press and hold Ⓐ when the Ⓐ icon in the screen's top-right corner says "Sidle." This will flatten Link against the wall, allowing him to walk across the tiny ledge.

On the other side of the gap, you'll be faced with a second gap. *Do not fall into this gap*; otherwise you could end up in the lower levels of the Forsaken Fortress, losing a ton of progress. Cross the gap just like you did the last time and head up the stairs.



At the top of the stairs and just past the metal grate, Link will notice his sword laying on the ground. Ecstatic, Link jumps for joy, failing to realize that a Shield Bokoblin is standing nearby, watching his celebratory dance. Link quickly realizes his folly and gets his head in the game to challenge this new foe.



Enemy: Shield Bokoblin



These guys are the real deal when it comes to seeing what Bokoblins can really do. Their shields can deflect your attacks, and they can take more damage than Blue Bokoblins before being defeated. However, they are still Bokoblins and you can defeat them easily by getting behind them and hitting them with your Hero's Sword. Hitting them in the back will often knock them over and even disarm them, so make that your focal point whenever challenging a Shield Bokoblin.



Grab your sword and get behind the Shield Bokoblin. Hit it in the back to make short work of it. Pay attention to when it's about to strike and either attempt to dodge or deflect the attack with your shield by pushing ZR. After defeating the Shield Bokoblin, head through the large set of wooden doors.



On the other side of the doors, Link notices a couple cages on the room's right side, one of which has occupants. Upon further investigation, Link spots a familiar face. It's Aryll! He races to set his little sister free, but before he makes it very far, that badgering bird swoops in and intercepts Link, flying out of the tower with him in his beak.



Link is presented to a malevolent-looking character who urges the bird to dispose of the newbie pirate. The bird, complying with the shadowy man's wishes, tosses Link into the distance.

WINDFALL ISLAND (D2)



MAP LEGEND

- Tingle Bottle
- Tingle Chart
- Picto Box
- Boat's Sail
- Deluxe Picto Box
- Piece of Heart #2
- Piece of Heart #3
- Treasure Chart #7
- Treasure Chart #23

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Despite the enigmatic eagle's attempts at ending Link's adventure prematurely, Link yet lives and it's all thanks to a...talking boat? The ...eh, boat goes by the name King of Red Lions, and thankfully he is the only one of his kind. While sailing the Great Ocean, for reasons known only to him, he stumbled upon Link's bobbing, lifeless body and whisked it onto his back, sailing them both safely away from the Forsaken Fortress to the bustling, merchant hot spot Windfall Island.

It turns out the King of Red Lions has been watching Link since he entered the Forsaken Fortress, and he knows of the shadowy figure that dictates the evil eagle that is perched inside the fortress's walls. Legends speak of him as the calamity that brought ruin to the world. His name is Ganon. He was sealed away by the gods some time ago, but for reasons unbeknownst to the King of Red Lions, he has escaped from captivity and is now back to bring sorrow and darkness to the world once again.



Despite knowing of Ganon's incredible power and hatred for this world, Link is undeterred in his quest to rescue his sister from Ganon's dark designs. The King of Red Lions agrees to assist Link in this quest, but he is in a bit of an embarrassing situation at the moment: It would seem that he has no sail. And, according to the aristocratic ark, a boat with no sail can sail no seas. Fear not, however! Windfall Island is a merchant hot spot. Surely a merchant will have a sail to sell.

TINGLE'S FABULOUS PRISON BREAK

It just so happens that a poor fellow named Zunari, who is desperately trying to make a living, might have what we're looking for. Unfortunately, he isn't willing to speak about his shop's inventory because he is currently distressed about the town jail's current resident, who he feels has been unjustly imprisoned. So instead of heading to Zunari's stall, let's go look at this prisoner who's got Zunari so distraught.

From the King of Red Lions, take a left out of the alcove and follow the wall away from the beach. Make the first left turn available and head up the slope. Pass the wooden ramp and turn right. The door on your right leads into the building next to you (it's directly behind the man dancing in the Elvis getup near the tombstone-looking statue). Head through the door to enter Windfall Island's jail.

For some reason, a man who dresses in a fairy costume is being held in the jail for causing problems. Unless he was arrested by the fashion police, this would-be fairy is likely as innocent as they come.

To set the fairy-man, whose name is Tingle—free, destroy the pots to the left of the cell and you'll find a switch. Activate the switch and Tingle will be free as a bir...er, fairy? Out of gratitude, Tingle will hand Link the Tingle Bottle, which you can use to send and receive pictures and notes to and from other players when connected to the Internet with your Wii U. Tingle also informs Link that should he ever need any help with sea charts, he should come to Tingle. He hands Link the Tingle Chart, which marks Tingle's location in the Great Sea on your map. Before he leaves the jail, he reiterates his offer to help with sea charts. Strange...wonder what that was about? Guess only time will tell.





8 TINGLE BOTTLE

9 TINGLE CHART

TIP Taking Up Photography



After setting Tingle free, you'll have the chance to get yourself a Picto Box: a camera-type device that can take and hold up to 12 black-and-white pictures. To find the camera, head back into Tingle's cell (if you left it). Push aside the box sitting against the cell's back wall to reveal a small opening on the floor.



Crawl in the opening and follow this path: ◀Ⓛ, Ⓛ▶, ◀Ⓛ, Ⓛ▶, Ⓛ↑, Ⓛ↑, Ⓛ↑, Ⓛ▶, Ⓛ↑, Ⓛ↑, Ⓛ↑, Ⓛ▶. Every one of those directions is a stop in which you have to push Ⓛ in a direction indicated on the screen.



At the end of the path is a small room with a treasure chest in the middle. Open the chest and you'll find the Picto Box. To return to Tingle's cell from here, simply reverse the directions above or crawl to one of the wooden platforms with a Rat behind them. Those Rats will pull a rope, opening the platform and dumping you back outside.



10 PICTO BOX

After freeing Tingle, head to Zunari by taking a left after leaving the jail. Take the next left up the wooden ramp, then head through the opening into the city's center (you'll know it by the large collection of buildings and the group of kids, known as the Killer Bees, roaming in the open). Go straight down the path and turn right at the stairs. Zunari is directly ahead of you.



Upon talking to Zunari, it becomes apparent that luck has not been very ladylike in relation to his good fortune. Stuck on Windfall Island, Zunari has only the parka 'round his waist and a single piece of his boat after a vicious storm destroyed the rest. As it turns out, that single piece is none other than a Boat's Sail—talk about coincidences! His asking price is 80 Rupees, which you should have if you've been following the guide up to this point. Hand the fellow what's owed to him and claim the Boat's Sail as your own.



11 BOAT'S SAIL



With you purchasing the Boat's Sail, Zunari's fortunes may have changed (he seems to think so at least). You are now ready to set sail with the King of Red Lions to try once again to save your dear sister. Head back down the path, down the stairs, and under the archway. Take a right past the tree, following the wall to the dignified dinghy to continue on your quest.

TIP Tourist Attractions

Though your trip to Windfall Island can be very brief, there are a lot of side quests you can take on before leaving. Most, if not all, of these are worth your time—how does a few Pieces of Heart, a handful of Treasure Charts, and a good bit of Rupees sound? So read on if you want to discover some of what Windfall Island has to offer during your first visit.

Mrs. Marie and the Killer Bees



In the center of town is a schoolhouse and a roving band of miscreants named the Killer Bees. Ignore the little runts for now and head into the schoolhouse to talk to the teacher, Mrs. Marie. (Note: You'll have to talk to her twice before she'll tell you about her problem.) Mrs. Marie is a glowing sunbeam of warmth and a vigilant defender of joy in all its forms. The problem is, she can't get those little punks outside her front door to come inside, so she can't share her joyous nature and break them free of their delinquent attitudes. She requests that Link go speak with them in hopes that they may have a change of heart if someone near their age makes the request. Head back out of the schoolhouse and try to talk some sense into them.

Mrs. Marie and the Killer Bees, Continued



These pint-sized thugs are just as difficult to communicate with as Mrs. Marie mentioned; they won't even talk to Link unless he can take them on the most intense round of hide-and-seek he has ever played. The four buzzing bullies take off into separate parts of Windfall Island. Follow our lead and we'll nab those troublemakers in no time flat.



Ivan, leader of the Killer Bees, is hiding in the tree in front of the archway leading into town. Get a running start, press Ⓐ, and roll into the base of the tree to shake him out of it. From there you need to catch him, so roll after him with Ⓐ, but avoid pressing Ⓐ when near other townspeople or you'll be thrust into a conversation with them while Ivan gains some precious distance.



To find Jan, your second target, take a left through the archway on the left of Mrs. Marie's happy classroom. You'll find him sitting behind a bush.



Jun-Roberto is hiding behind the tombstone-looking statue on the highest natural point of Windfall Island. It is directly above where the King of Red Lions is stationed. You'll know it when you see the Elvis Presley–impersonating Tott dancing in front it.



Jin is hiding behind the bomb shop on the island's southwestern tip. Walk up to the front of the shop and go around the left side. When you reach the tiny dirt ledge on the side of the building, hold Ⓐ to sidle along the wall. Cross to the other side and you'll find Jin standing behind the shop.



After you locate all of the Killer Bees, the gang's leader, Ivan, will give you Piece of Heart #2 as a show of respect for you. Afterward, Ivan requests that you apologize to Mrs. Marie on their behalf—they'd do it themselves, but they've got an image to maintain, ya know?

12 PIECE OF HEART #2



Head back into the schoolhouse and talk to Mrs. Marie. She'll reward you with a Purple Rupee worth a whopping 50 Rupees. Afterward, head back out of the schoolhouse and talk to the Bees again. They'll have another request for you. The Killer Bees have turned over a new leaf and are looking to do something nice for Mrs. Marie's birthday, which is coming up soon. Problem is, they're the toughest gang on the island and they still have an image to maintain, so they request that Link take care of the gift-giving for them. They mention that Mrs. Marie loves jewelry and that in a tree somewhere on the island is a piece that she'd just die to have.

NOTE

It's Not Much of a Secret Anymore...



After Mrs. Marie offers Link a Purple Rupee for his troubles with the Killer Bees, she says to Link, "Don't tell ANYBODY dear," which seems to be an obvious reference to the classic "IT'S A SECRET TO EVERYBODY" line from the original *Legend of Zelda*. That line has been repeated in seven *Legend of Zelda* titles, including *Link to the Past, Ocarina of Time, Skyward Sword*, and others.

Mrs. Marie's Joyous Jewelry



Head back to the bomb shop on the southwestern point of the island and roll into the tree on the building's right side. Turns out the Bees were right—a Joy Pendant is stuck up there. We quickly find out how the Bees knew the pendant was there: They put the Joy Pendant up there, because they couldn't be seen fraternizing with a do-gooder like Link. Did we tell you that they have an image to maintain?



Head back to the schoolhouse and equip the Joy Pendant by selecting the Spoils Bag from the Equipment menu. To use the item on Mrs. Marie, stand next to her and push the button you assigned it to. She will become overwhelmed with...well, joy, naturally. She happens to be an incredible fan of Joy Pendants—what with being the beacon of joy herself—and she will give you something special if you bring her 20 of 'em. So hang on to those pendants when you find them; they may just reward you in the future. For now, she gives you a Red Rupee for your troubles.

Are You Squidding Me?



Almost directly across from Mrs. Marie's schoolhouse is a building housing the "Squid-Hunt" minigame. This minigame costs 10 Rupees and is played on a board in which you are looking to defeat three squids with 24 cannonballs. Defeat the squids and you'll earn Piece of Heart #3. Win the game a second time and you'll earn Treasure Chart #7; every win afterward will net you a Purple Rupee worth 50 Rupees. If you can defeat the squids with under 20 cannonballs, you'll earn Treasure Chart #23.



Unfortunately, there is no trick to this game save for one: There are almost always two squids stationed next to each other on the map. You'll have to discover your favorite method of taking this challenge. We randomly fired until we hit a squid and worked from there. It took us about seven tries to win the game and break the record. Give this method a try if all else fails; this minigame can be a real trial of patience.

13 PIECE OF HEART #3

14 TREASURE CHART #7

15 TREASURE CHART #23

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Lenzo's Apprentice Shutter Bug



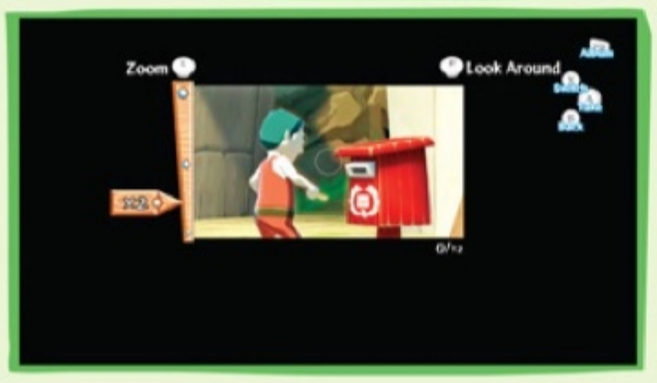
If you picked up the Picto Box from Tingle's jail cell, you can talk to the island's resident Picto Box expert, Lenzo, to become his apprentice. Sounds like hard work, but who knows? Maybe something nice will come out of it. To reach Lenzo, head to Windfall Island's center and enter the building with the red door to the right of Mrs. Marie's schoolhouse. Inside is Lenzo, the professional pictographer who has been taking pictures his whole life. Head upstairs and check out his collection of masterfully taken pictos.



After seeing Lenzo's legacy hanging along the walls of the second floor of his shop, head back downstairs and wait for him to come downstairs too (you'll have to wait a bit for him to come down; seems he's a bit sluggish in his old age). Talk to him and he'll ask if you want to work for him. Agree to this and then talk to him again. He'll inform you that you must complete a few tasks for him before you can move up in the world of pictography.

Lenzo's first task is to photograph a man named Garrickson. It would seem that Garrickson is hopelessly in love with someone on another island, but the object of his affection doesn't share his feelings. Lenzo wants Link to snap a picto of Garrickson in the act of mailing one of his love letters. To accomplish this, head down to the docks just past the archway leading into town. Stand on the dock adjacent to the mailbox, equip your Picto Box, put the crosshair directly to the left of the mailbox (with the mailbox still visible), and wait for the blue-haired, mustached man to deliver another heartbreaking letter. Take the picture when Garrickson pulls the letter out of his pocket and is just about to put it in the mailbox. If he puts the letter in the box before you snap the picto, you'll have to wait until Garrickson circles the entire town before you can try again.



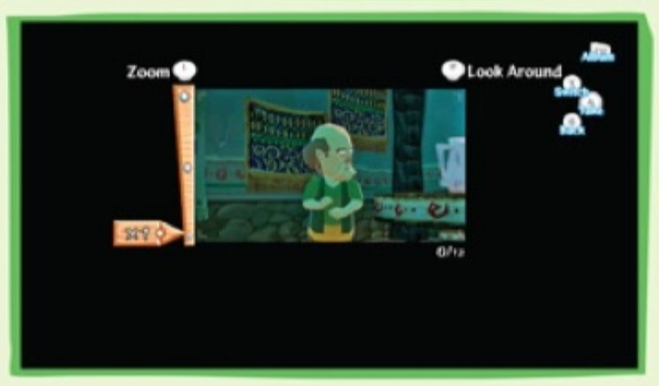




After getting the pic, head back to Lenzo's and use the Picto Box while standing next to Lenzo. Select the picto of Garrickson delivering the letter and Lenzo will grade it to see if it's up to par. If it is, he'll applaud you for your efforts and then take the picto from you; if it isn't up to snuff, well, you'll just have to head out there and try again. Afterward, you can talk to him again to get his next task.



Lenzo's next task is to take a picture of a man who is easily startled. The subject of Link's task is a balding man named Gossack who spends the day in the café above Zunari's Stall – Directly to the left and up the stairs after leaving Lenzo's shop. Head into the cafe. Gossack sits at a table, alone. To meet Lenzo's conditions, you must take a picto of Gossack shaking in fear. The way to startle the poor bundle of nerves is by rolling into the counter right behind him. Once Gossack hears the crash of dishes and feels the shake of the impact against the counter, he'll begin shaking, which is your cue to snap a shot of him. As with all of Lenzo's requests, make sure you take a picture of Gossack's full body, head to toe, to accomplish your goal.



After turning in the picture of Gossack, Lenzo sends Link out to snap a picto of two people who are madly in love but too afraid to confess their feelings to each other. Lenzo wants you to snap a photo of the couple as they take a fleeting moment to glimpse in each other's eyes before carrying on with their day.



Lenzo's Apprentice Shutter Bug, Continued



You'll find this couple, Linda and Anton, just outside of Lenzo's shop. Linda stands directly to the right of the Squid-Hunt minigame shop, while Anton walks around the town in a circle. Set yourself up on the Squid-Hunt shop's stoop, on the opposite side of Linda. Keep the cursor of the Picto Box slightly in front and to the right of Linda and wait for Anton to walk up. The goal is to snap a shot when Anton and Linda look at each other during one of Anton's cycles around the town.

This, like the Garrickson task, is a exercise in patience. Your window will be slightly longer than that of the Garrickson picto, but it will still be pretty brief, so stay on your toes. If you fail to get a picto of the two looking into each other's eyes before Anton begins walking again, you'll have to wait until he circles back around to try again.



After getting the final pictograph, head back to Lenzo and he'll reward you with the Deluxe Picto Box, which can take beautiful high-definition, color pictos. They say that just 10 years ago, pictos came in a low-resolution, standard-definition format—isn't technology grand?



16 DELUXE PICTO BOX

To the Highest Bidder



If you head up the stairs behind Linda and follow the path, you'll eventually find the door to the second floor of the Auction House. Enter the room and walk to the other side, where the Auction House's owner is pacing frantically—it would seem that his daughter was nabbed by a giant bird as well. Hold ⓛ toward the railing right next to the owner to climb onto it, then walk off the side toward the room below.



Drop onto the Auction House platform and you'll be able to access a treasure chest containing a Red Rupee. Not bad; an Auction House that gives YOU money while you visit.

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TO DRAGON ROOST ISLAND!



After purchasing the Boat's Sail from Zunari, you're good to sail away from Windfall Island, but what is your next destination? Fear not! The King of Red Lions seems to not only be the only talking boat in the world, but also the smartest one, as he suggests that Link should head to Dragon Roost Island. Right now the wind is blowing to the west, which also happens to be the direction of Dragon Roost Island. To start moving in the King of Red Lions, raise the sail by pressing Ⓐ.

NOTE

Maritime Merriment

While on the boat, there are a few things to know about how to control it:

While on the boat, press Ⓐ to hoist the Boat's Sail to start sailing.

Use ZR to jump while in the boat; this is especially helpful to make quick turns by jumping and then holding Ⓛ in the direction you want to turn. This makes sharp turns a lot easier, which will make getting around a lot easier, since precise turns while at full speed are tough, even for experienced sailors.

When you put the Boat's Sail away, you can slowly cruise by holding ZR, which is good when you're trying to make more precise movements toward smaller objects or targets.

Never move against the wind, as it will only slow you down until you can no longer move. Instead, pay attention to the arrow behind your boat to see which way the wind is blowing.

Follow the wind (the small arrow behind the boat shows where the wind is blowing) and you'll be on your way to Dragon Roost Island. This is a relatively brisk journey that will provide no complications in the form of enemies, so just sit back, relax, and enjoy the cool tropical breeze and bright, sunny day. Ah, this is the life.

Conquering the Great Sea





While sailing in the Great Sea, you'll come across many places to visit, treasures to find, and enemies to defeat. You will also see plenty of Sea Platforms. These stationary forts are home to Sea Bokoblins and often offer rewards if you defeat the inhabitants. Sea Platforms are always worth investigating, so if you spot one on your travels, take a look around.

Be warned: Bokoblins aren't the only defenses Sea Platforms have; cannons are often mounted around the base of the platform, so keep a lookout or prepare to be barraged by blazing blasts of cannon carnage.

Sometimes defeating the pink Sea Bokoblins, or any other enemies holing up in the Sea Platform, isn't enough to get a treasure chest to appear. In those situations you have to destroy the cannons surrounding the base of the platform to make the chest appear.

You'll also encounter barrels with flags posted on top of them. These are the starting posts for a chain of Rupee-mounted barrels. Steer your ship in between the flag posts and a chain of barrels will begin to pop up one at a time as you continue on your destination. Grab each of the Rupees as they pop up and you'll receive one final barrel with a blue, yellow, or Red Rupee on it. Not a bad way to keep yourself busy while traveling to your destination, huh?

DRAGON ROOST ISLAND (F2)

Once you've arrived at Dragon Roost Island, the King of Red Lions explains that the spirit of the skies lives atop Dragon Roost's highest peaks. Red suggests you head up and talk to the spirit—known as Valoo—to see if he can help you on your quest to save Aryll. Apparently, Valoo possesses a jewel known as Din's Pearl, and Red wants you to get your hands on it. For what purpose? Only he seems to know. He suggests talking to the people of the Rito Aerie for access to Valoo.



WAKER OF WINDS



Before Link can head off to speak with the birdlike Rito, Red stops him and gifts him with the Wind Waker, a baton that is said to have power over the winds. Red is uncertain of its value to your quest, but he feels it is worth carrying around. Besides, it's not exactly going to take up a lot of space in your bag; it's the size of a sharpened stick for Pete's sake!



After learning how to operate the Wind Waker, head through the tunnel slightly to your right and swim to the small island ahead, arriving at the Wind Shrine. Head up to the two tombstone-looking statues (this seems familiar...) and observe the one on the left. It is adorned with strange symbols that look similar to the ones you saw while learning how to play the Wind Waker.

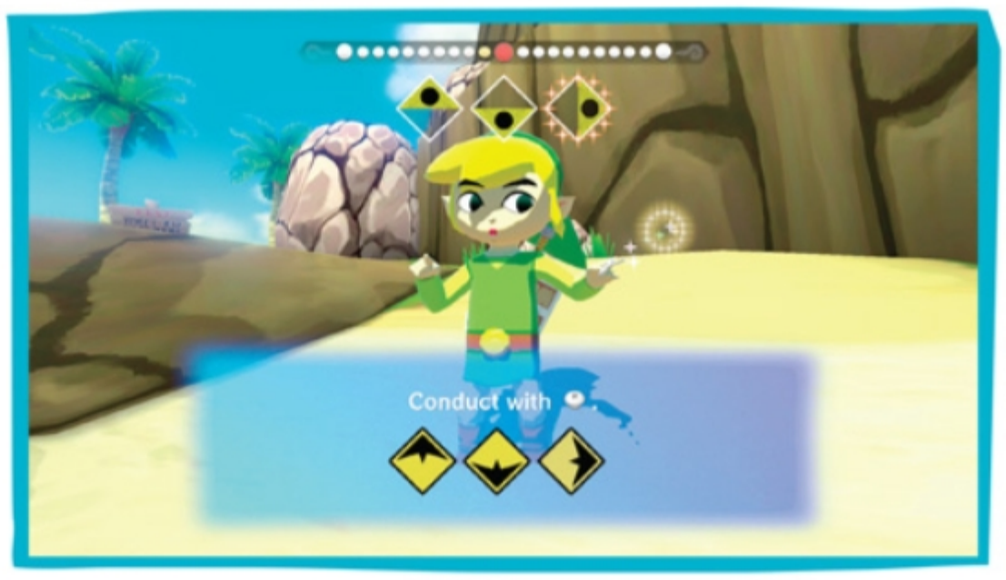
Hmmm....I wonder...

Yes!

17 WIND WAKER

NOTE

Become a Musician in No Time Flat!



Red will run Link through the methods of using the Wind Waker, but in case you missed anything, here is a recap:

Press up on the ⊕ Control Pad to pull out the Wind Waker.

Use ® to conduct by pushing it ◄®, ®, ®►, ® or by not pushing ® at all, as instructed by each song you play.

Don't move Ⓛ to conduct in 3/4 time—that is, three-note songs.

Hold ◄Ⓛ to conduct in 4/4 time—four-note songs.

Hold Ⓛ► to conduct in 6/4 time—six-note songs.

Pull out the Wind Waker and conduct in 3/4 time (don't move Ⓛ, remember?), playing the notes displayed on the statue.



My goodness! It would seem that we were spot-on in our recognition of those notes. Turns out those were the notes to conduct the "Wind's Requiem," a song that controls the direction of the wind (the Wind Waker seems to be living up to its name!). To further prove that our assumptions are correct, Zephos, the god of winds, flies in on a cloud, referring to Link as the "wind waker." Strange...isn't the baton the Wind Waker? Well, Link can control the direction of the winds, so perhaps there is some truth to the strange frog creature's statements.



Before Link can head off on his adventure, Zephos warns him about his brother Cyclos and his habit of tormenting unlucky individuals with cyclones. He requests, should you happen by a cyclone while at sea, that you teach Cyclos a lesson for his ill-mannered behavior.

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This all seems a bit overwhelming. How about we take off and get up to the Rito Aerie now, huh? Turn around and head back through the tunnel. Take the first right and follow the wall until you reach a boulder blocking your path. To the left of the boulder, just before the small pond, is a patch of flowers that are bearing fruit that look curiously like bombs. Pick this Bomb Flower's fruit and throw it toward the boulder. Jackpot! It worked!



TIP

An Explosive Discovery!



Use the Bomb Flower fruit to blow up as many boulders as you can. This is a good way to grab some Hearts if you are low on Hearts, or extra Rupees in case you're low on money, from your time spent at Windfall Island (that Squid-Hunt minigame can be a real pain!).



Head up the path and you'll find another Bomb Flower in between three tufts of weeds. Pick up the Bomb Flower fruit and chuck it at the boulder. Follow the path around the peak and stop when you arrive at another Bomb Flower.



You've now made a shortcut up to the Rito Aerie. Use this anytime you revisit Dragon Roost Island. Just climb the ledges to the right of where the King of Red Lions is currently docked to skip the entire path you had to take to get here.



Grab the Bomb Flower fruit and head up the ramp. Throw it near the bomb on the ledge to your right. Climb up the ledge, sidle along the wall when you reach a gap, and hop down to the Bomb Flower on the other side. Grab the Bomb Flower fruit and throw it at the boulder with two large cubes on top of it. The cubes will drop, opening up a path for you to cross, but before you do, hop down onto the precipice below and look at the two cubes stacked on each other. Approach the bottom one and pull it out by holding Ⓐ while standing near it.



Climb the cubes and head through the tunnel just past the red mailbox on your right. Up ahead, a Rito is getting a little fresh air. Wait a minute...That's Quill, the postma...er...Post-Rito who helped convince Tetra and her band of pirates to help you out. It's nice to see a familiar face. After inquiring as to the success of your rescue attempts at the Forsaken Fortress, Quill offers to take Link to meet the Rito Chieftain in hopes of helping Link rescue his sister. It turns out that Quill has spoken highly of Link to his people, turning Link into something of a celebrity around these parts. Quill is certain that the Chieftain will make time to help Link on his journey.

RITO AERIE



Quill flies ahead to inform everyone of Link's arrival. Head up the wooden deck and enter the door at the top. There is a commotion inside the aerie. For some reason the sky spirit Valoo is enraged, which is causing the Rito a great deal of trouble.

You see, Rito aren't born with the ability to fly. In fact, Valoo gifts it to them during their coming-of-age ceremony, but that's all changed now that Valoo is angry. This poses a much more immediate problem for the Rito Chieftain, as his son Prince Komali's coming-of-age ceremony is near and he cannot speak with Valoo while the sky spirit is angered. Also, Komali is terrified of even getting near Valoo, which is causing him to struggle with the idea of ever making the trip into adulthood. The Rito Chieftain asks Link if he could speak to Prince Komali and deliver a letter to him. Link agrees to take care of these tasks for the Chieftain, but first he has to speak with a young Rito girl named Medli to get the letter in question.

Before heading off to find Medli, Quill hands Link a Delivery Bag, which is used to store items meant for, well, delivery of course! Head up the slope to your left and take the first left to find Medli. Talk to her and she'll hand you Father's Letter. Medli also requests that Link meet her at the entrance of Dragon Roost Cavern after speaking with Komali. Leave the room and jump down to the first floor. Head into the doorway to the left of the stacked red boxes; Prince Komali's room is at the end of the hall.





18 DELIVERY BAG

KOMALI'S PLIGHT



Equip the Father's Letter by opening the Delivery Bag and use it on Komali. Komali reads the letter and is paralyzed. He's outright terrified of Valoo, and it would seem nothing is going to snap him out of it...at least nothing immediate. Komali refuses to even hear what our hero has to say unless he can put his money where his mouth is. Komali tells Link that he'll only listen to him if he finds someone who can get through the dangerous Dragon Roost Cavern and calm Valoo. This is going to be tougher than we thought...



What's worse is that, upon speaking with Komali again, he reveals that the orb he's holding is Din's Pearl, the very object the King of Red Lions sent us here for. We have to find someone to conquer Dragon Roost Cavern in order to complete our task. Maybe Medli knows someone? Head back out of Prince Komali's room, and on the aerie's first floor, go through the door on the left side, the one with feathers hanging over it.

Part-Time Job



Before you head out to meet Medli at the entrance to Dragon Roost Cavern, return to the second floor and talk to the mail sorter, Koboli, who is in the middle of the second floor's main hall, to play the "Mail Sorting" minigame.



Play the "Mail Sorting" minigame by putting letters in their appropriate boxes. You accomplish this by matching the symbol inside the box with the seal on the letter. Your first task is to sort 10 letters in 30 seconds. Accomplish this and you'll be paid one Rupee for every two letters sorted.

If you play again, you'll have to sort 20 letters in 30 seconds, but this time the payof is one Rupee per letter sorted.

Play a third time and you'll be required to sort 25 letters in 30 seconds with a salary of three Rupees per letter sorted.

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Nintendo Gallery Notice



While visiting Dragon Roost Island, be sure to take a pictograph of Kogoli with the Deluxe Picto Box. Kogali won't be around later in the adventure, so now is a good time to get his pic.



Outside you'll find the entrance to the Dragon Roost Cavern, a rather inhospitable place. The flowers are dead, the pond is almost dried up, and volcanic ash descends from the volcano onto Link's head like an ominous snowfall. Head left, following the path until you reach the broken bridge. Hop down into the chasm to find Medli. She wants to help Prince Komali and has decided to speak with Valoo, challenging the dangerous Dragon Roost Cavern, but she needs your help: She can't reach the other side of the broken bridge and would like a boost.



Medli isn't going to get very far in this harsh wind, so why not test out Link's new ability to influence the wind? Pull out the Wind Waker, play "Wind's Requiem" (Ⓐ,◀Ⓡ,Ⓡ▶), and direct the wind toward the bridge's other side. Pick up Medli with Ⓐ and head over to the small platform just below the side of the broken bridge you jumped down from. Now turn around and throw her to the other side of the broken bridge; she takes care of the rest.



On the other side of the bridge, Medli throws Link an Empty Bottle as a show of her appreciation (it's the thought that counts). She leaves Link with nothing but a heart full of worry as she heads off into Dragon Roost Cavern. We should go after her! But wait...we can't fly...What if we...no, that won't work. How about...Naw, that's just crazy. I know! The Empty Bottle!

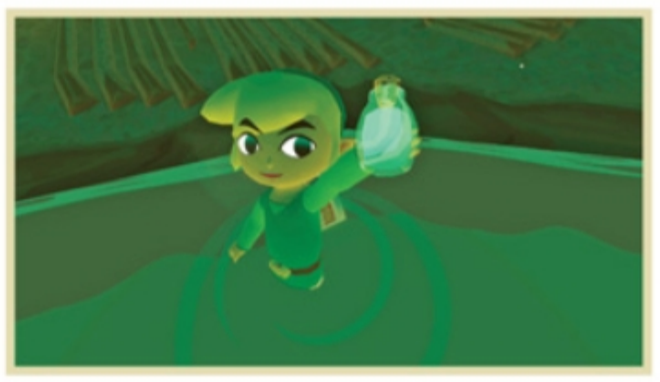


19 EMPTY BOTTLE #1

NOTE

No Requiem? No Problem!

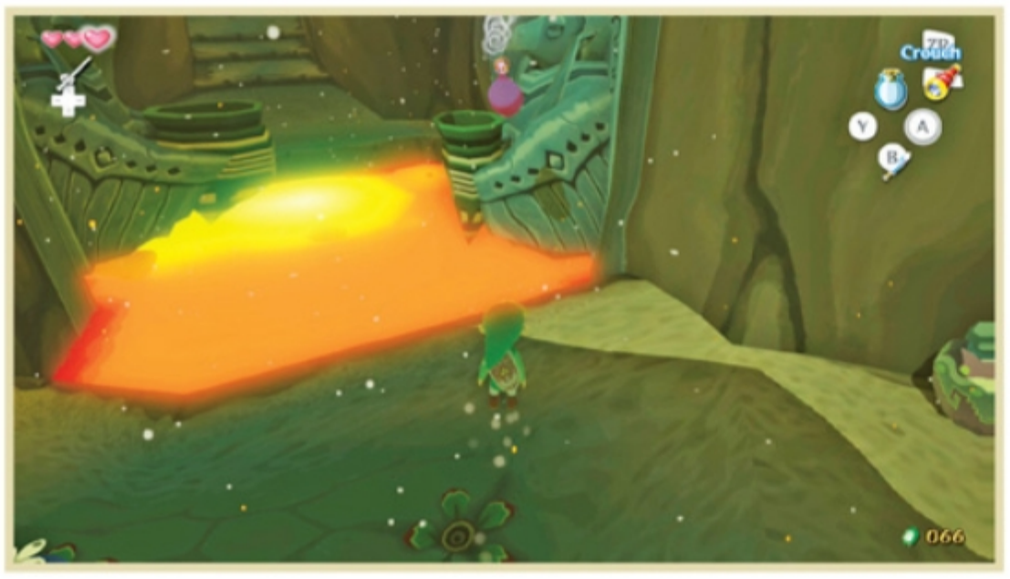
Don't worry if you didn't learn the "Wind's Requiem"; you can still toss Medli across the broken bridge. Pick up Medli and stand on the small platform, then watch the surrounding ash blow in the wind. Throw Medli when the wind and ash begin to blow toward the broken bridge's far end, and she'll soar over there.



Equip the Empty Bottle and stand in the near-dry pond to fill it with water. Climb up the broken bridge on the side you entered from and use the water on the dead Bomb Flowers directly in front of the entrance to the Rito Aerie.

Presto! The Bomb Flowers come back to life instantly after being watered! Now grab a Bomb fruit and throw it at the boulder in the middle of the pond. It worked perfectly! The pond filled back up and you can now swim to the broken bridge's other side!

SHOOT SOME HOOPS



Swim across and you'll reach a small pool of lava. Jumping in it will burn Link's hindquarters, so we must find another way across. Pick up the Bomb Flower fruit and throw it into the pots the Rito statues are holding. If you make it in, the statue will fall into the lava, creating a pathway for you to cross. Throw the second Bomb fruit from on top of the fallen Rito statue to make it into the next statue. Cross the lava pool and head through the passage at the path's end to enter Dragon Roost Cavern, your first official dungeon.

DIN'S PEARL AND THE SPIRIT OF THE SKIES

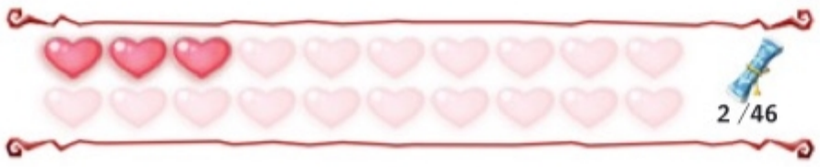
DRAGON ROOST CAVERN (F2)

1st Floor



MAP LEGEND

- A F To/From
- Green Warp Pot
- Small Key
- Locked Door
- Dungeon Map
- Chest #1 (Treasure Chart #39)
- Big Key



FIRST FLOOR

1. IS IT HOT IN HERE?



After entering Dragon Roost Cavern, you must find the entrance to the bulk of the dungeon. This entrance resides behind the three statues directly ahead. Pull the statue on the left forward, then pull the middle statue behind the leftmost statue. This will reveal a doorway leading to the room's main area.



Defeat the two Bokoblins in the center of the room and pick up one of their sticks. Take this to the torch just up the stairs and to the right of the locked door. Light the Deku Stick with the torch, then run to the room's west side. Light the two torches on top of the elevated platform to reveal a treasure chest containing a Small Key. Use the Small Key to unlock the locked door and head on through.

NOTE

Dungeon Express



In this room is the Green Warp Pot. You'll find Warp Pots in every dungeon and can use them to transport you to any other Warp Pots in the dungeon. Now, don't be thinking that you can go anywhere at anytime—you have to find the Warp Pot and open it before you can use it—but it's an excellent way to get around a dungeon with minimal backtracking.



After entering the room, head down the hall and use your sword to destroy the boards blocking your path. Take a left and follow the wooden path that goes along the wall, passing the locked door. Hop over the small gap in the wooden path and continue until you reach another gap in the path.



Jump to the platform below the wooden path and pull the cube out of the wall on your left. Climb the cube and hop to the other side of the broken wooden path. Follow the wooden path to its end. To the right is another platform you can jump on and ahead is a suspension bridge. Cautiously jump to the other platform; a pillar of lava will shoot up periodically between where you are standing and the platform ahead. Cross the bridge and defeat any Keese that try to attack you.

Enemy: Keese



Keese are the batlike creatures that hang about a given room until you walk near them. Once angered, these aeronautical rodents will chase you until you get well away from them or until you defeat them. A single shot from anything will take out one of these brittle bats, but their airborne hijinks make them very difficult to hit without a ranged weapon. Wait for them to come in close, then strike.



At the end of the bridge are some Bomb Flowers. Pick up a piece of Bomb Flower fruit, hop to the other platform ahead, and throw the bomb at the boulder. Head through the door that was hidden behind the boulder.

2. FIREWALKER



At first glance it seems this room is a dead end, given the pool of lava that separates you from the rest of the room. But the solution for dealing with meddling magma is the pots stationed around the room. Simply pick up one of the pots and throw it into the lava. The pots are filled with water and will create a platform of lava rock that is perfect for crossing the thermogenic pool.



While traversing the lava pool, your first stop is the platform on the pool's left side. You'll find a treasure chest containing the Dungeon Map for Dragon Roost Cavern, which will help you keep track of where you are, where you've been, and where you want to go. Use the water pots behind the chest to create a path that leads to the room's south section. Climb the ladder, but stop short of the top. A Red ChuChu will drop onto the ledge at the top of the ladder. Climb back down, wait for it to jump to your level, and defeat it using your sword.

Enemy: Red ChuChu



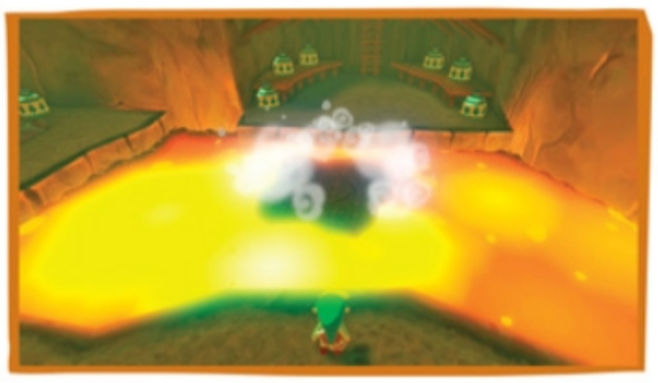
ChuChus come in a variety of flavors, and the Red ChuChu is one of the easiest to face. ChuChus will liquefy their bodies down to a puddle and navigate a room at a faster speed than their normal walking pace. They are untouchable in their puddle form. Wait until they rematerialize, then hit them with your sword to make short work of them. Just be careful: If these gelatinous jigglers touch you while they are in their solid state, you'll take a bit of damage.



Walk slowly up to the boarded alcove ahead, and a Blue Bokoblin will burst out of the alcove, smashing through the boards. Defeat him and grab his sword. Break through the boarded passage on the room's right side.

CAUTION

Hot Foot!



The platforms you create with water from the pots will last only five seconds. Act fast or you're going to take a molten magma bath, which will send you straight back to the room's entrance.

TIP

Chu on This!



ChuChus ofen drop Chu Jelly when defeated. Save these whenever you find them, as you can give them to Doc Bandham, the eccentric character who runs a potion store on Windfall Island. If you amass a rather robust collection of Chu Jelly, you can have Doc turn it into potions. Save as many as you can, 'cause the good doctor needs quite a few per potion.

After defeating the Red ChuChu, head back up the ladder and through the door.



While still holding on to the Bokoblin's sword, head to the southwest corner of the area. There's another boarded alcove on top of an elevated platform. Before climbing up the platform, stand at the ledge's base to bait two Red ChuChus into dropping down. Defeat them, climb up the ledge, and destroy the boards with the Bokoblin's sword. Inside the alcove is a treasure chest with a Small Key. Head through to door at the northwest corner of the area.

3. IN OR OUT?



On the other side of the door, look left to see a couple Bomb Flowers growing of the wall near a boulder. Pick up one of the nearby pots or rocks and throw it at the Bomb Flowers. This will detonate the bombs, destroying the boulder and opening up a path ahead.

NOTE

If at First You Don't Succeed...

Throwing the pots and rocks at targets as small as these Bomb Flowers can be a challenge. If you've used up your arsenal of pots and rocks, exit and reenter the room to resupply your ammunition.

Follow the path until you reach the locked door on the room's southwestern side. Head through the door.





There isn't much you can do in the northern area of this room (see the "Delayed Gratification" section for more info), so head straight. Take out the two Red ChuChus and go to the boarded alcove on the southern side of the western room. Break through the boards with your sword, but be cautious, as a Bokoblin will burst out of one of the pots when you approach it. Defeat it by attacking its back and pick up its Deku Stick.

TIP

Delayed Gratification



Taking a right after entering this room will lead you to a rather large gap with no means by which to cross. On the other side is a treasure chest containing Treasure Chart #39. Unfortunately, there is no way to cross at the moment, but keep this room in mind and pay attention; we'll let you know when the time is right to come back.



Light the stick with one of the torches in front of the door to your left. Touch it to the second boarded alcove on the room's northern side. Inside the alcove is a pressure switch; step on it to open the locked door. Now head through the door.



You're standing under the sun's warm, shining embrace once more—a nice break from the dark and fiery depths of Dragon Roost Cavern. At the end of the suspension bridge ahead is a Blue Bokoblin. Before crossing the bridge, pick up one of the pots on either side of the door. Walk toward the Bokoblin and throw the pot at it when it gets within sword-swinging distance. This will force the Bokoblin a good distance away from the bridge. Defeat it and climb the nearby ladder.

CAUTION

Your Brain Is Your Sharpest Weapon

The Blue Bokoblin at the end of the bridge is a trap. Swinging your sword while on the bridge will result in the unfortunate cutting of the bridge ropes. If you cut too many, you'll be dumped of the bridge, taking damage and being forced back to the start of the area. So avoid fighting on the bridge!



About halfway up the ladder is a lava vent. Be wary of this, as lava will shoot periodically from it at fixed intervals. The lava is going to hit the part of the ladder that has been darkened from being charred. Wait for the lava to finish spraying, then continue climbing.



At the top of the ladder is a Kargoroc. Pick up a rock near the wall, wait for the Kargoroc to swoop down to your level, then try to put it between Link and the wall. Hit the Kargoroc with the rock and it'll go down. If you positioned it properly between Link and the wall, you'll be able to pick up any items it drops. If you didn't, well, odds are the Kargoroc went down over the clif, taking its items into the drink below.



Enemy: Kargoroc



Kargorocs are colorful, vulture-like birds that live on cliff sides and high rocks. They also tend to be very troublesome when not dealt with properly. Take them out by ZL-Targeting them and waiting until they swoop to strike. This takes a bit of timing, but patience and a keen eye will help you sort out these problematic pigeons without an issue. A couple hits and they'll go down for good.

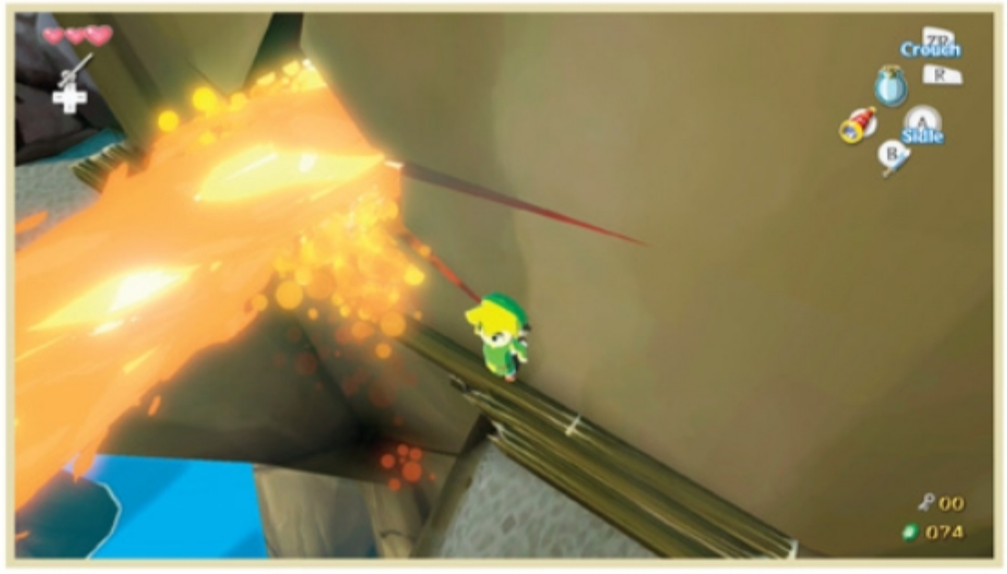
Strange...Don't they kind of remind you of the giant bird that nabbed Aryll? I wonder if there's any relation?

TIP

Birds of a Feather



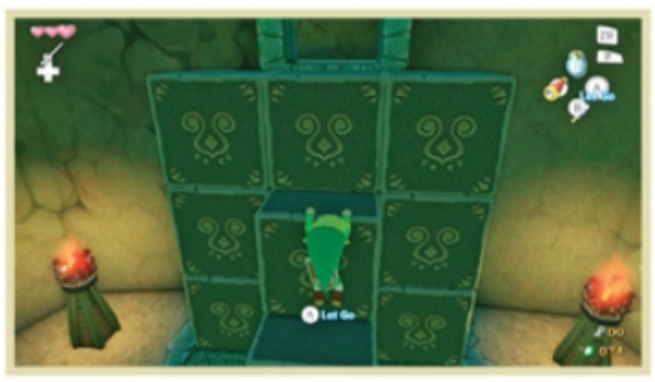
Similar to Bokoblins and ChuChus, Kargorocs drop spoils every now and then after being defeated. The spoils from Kargorocs are Golden Feathers, which you should always grab and save, as Hoskit, one of Rito Aerie's guards, will reward you with an Orange Rupee and a Piece of Heart for 20 of them.



After defeating the Kargoroc, follow the path to a small ledge that you must sidle across. Pay close attention to the lava-spewing cracks; get as close as possible to them without burning yourself and sidle swiftly past them to get out of their fire-belching range.



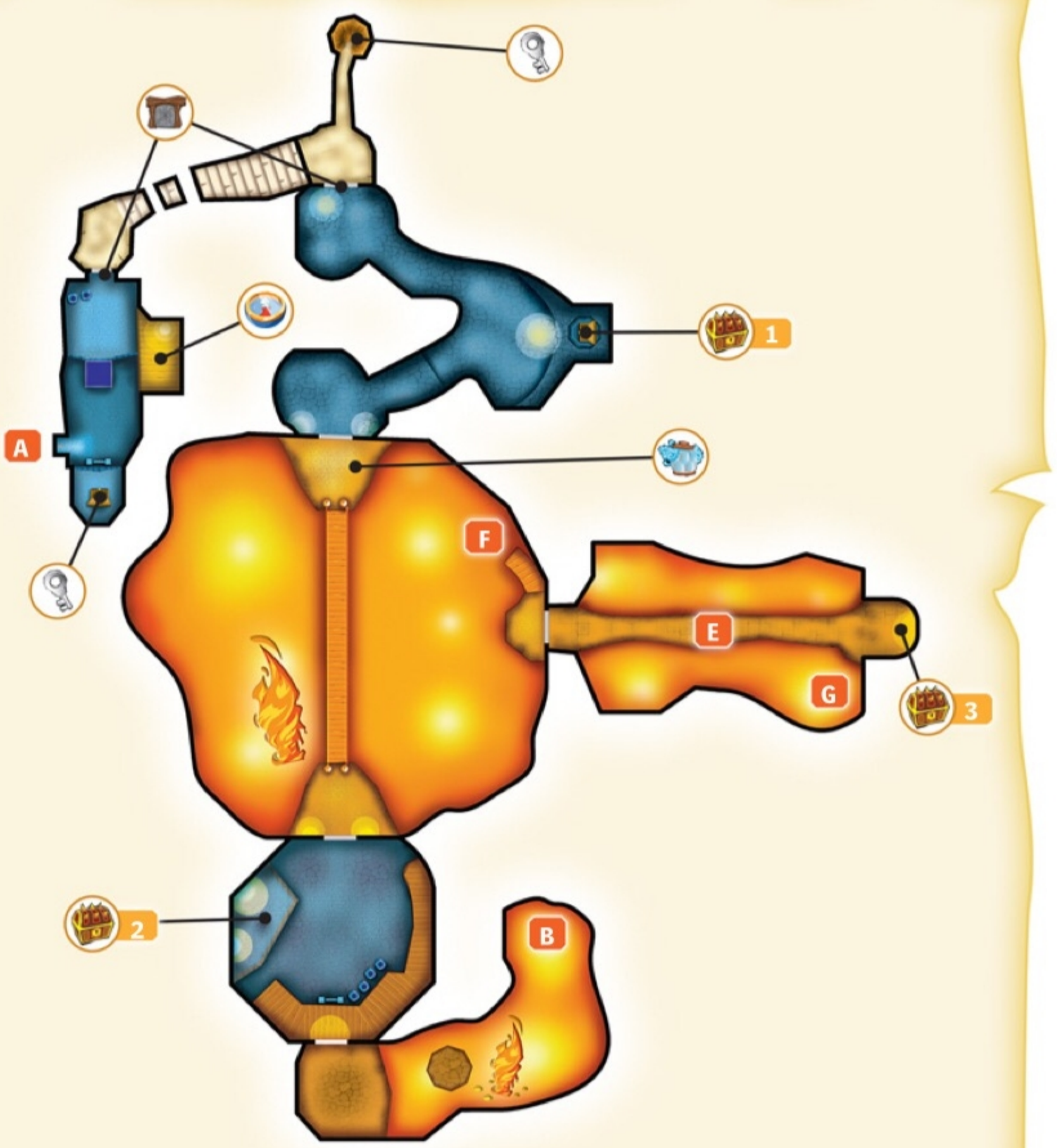
After reaching stable ground again, follow the path until it dead-ends. Above you is a small, wooden ledge—too small to walk or sidle across. Push L up against the wall to jump and hang from the ledge, then push ◄L or L► to move back and forth on it. Cross to the other side and climb up the stepped platforms. At the top you'll find Bomb Flowers. The boulder below the wooden platform ahead is covering a door; use the Bomb Flowers to destroy the boulder, then head on through.



Inside this room are stacks of cubes. Pull out the middle cube and the cube on top of it will follow, lowering the entire column. Climb onto the cube you just pulled out and then pull the next cube in the middle column. This creates a staircase that you can climb to reach the second floor of Dragon Roost Cavern.

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SECOND FLOOR



MAP LEGEND

- A – G To/From
- Locked Door
- Chest #1 (Joy Pendant)
- Compass
- Chest #2 (Treasure Chart #11)
- Chest #3 (Joy Pendant)
- Small Key
- Blue Warp Pot

4. ON OUR WAY TO THE TOP



There are a couple of Rats roaming around this room. You can attempt to defeat them, but hitting these grubby rodents is a difficult task, and if they hit you, they'll knock Rupees out of your wallet and steal them. Your best bet is to throw some All-Purpose Bait in front of their hole; they'll leave you alone after shopping with them. Pull out the block at the base of the north wall and climb it. Take a right to find a treasure chest containing Dragon Roost Cavern's Compass.

TIP — Never Judge a Book...



If you purchased the Bait Bag and some All-Purpose Bait from Beedle's Shop Ship back on Outset Island, use some in front of the Rats' hole to get them to sell you items such as potions and bait. Best of all, after purchasing from the Rats, they'll leave you alone. Sounds like a win-win situation!



In order to get through the door leading out of this room, you need another Small Key. Fortunately, there is treasure chest containing one on the room's south side. Unfortunately, the chest is inside another boarded alcove. Do not despair, however, because everything you need is in this room. Near the locked door is a pot full of Deku Sticks. Break it, take a stick, and run it through the nearby torch. Turn and face the boarded alcove and press # to throw the flaming stick across the room. If your aim is true, you'll hit the boards, igniting them and opening the alcove. Climb the ladder leading up to the alcove, open the chest, take the Small Key, and then head back to the room's north side to open the locked door.



The door leads to another outdoor area. Follow the path until you reach the locked door on your right. Turn around to see a Kargoroc and its nest at the tip of a very narrow footpath. Pick a pot near the locked door, then turn around and get the Kargoroc's attention. Lead it near the locked door to give yourself better footing to fight it—and to get whatever items it drops when defeated. Put the Kargoroc between Link and the wall, then toss the pot at it. After defeating it, head to its nest slowly to avoid falling. Inside the nest is a Small Key; grab it and head back to the locked door. Unlock it and head through.



This next room is dark and full of Keese. To deal with both problems simultaneously, break the pot of Deku Sticks near the door you entered through, pick one up, and light it. Head through the east passage and stand in the center of the room. Use the burning stick to defeat the Keese, light the torch in the middle of the room, and the open the treasure chest near the eastern wall to obtain a Joy Pendant (Mrs. Marie will be pleased!).

Head toward the southwestern passage and use the flaming Deku Stick to burn the boards blocking your path. Light both of the torches in front of the gated door to unlock it. Head on through once it's open.



TIP

Keeping the Flame Alive

If the fire on your Deku Stick goes out, run through another torch to get it going again.

5. BOKOBLIN SURPRISE



Pick up one of the Bomb Flower's fruit near the room's entrance and use it to destroy the boulder on top of the Blue Warp Pot to the left of the entrance. You can now warp to this point and the entrance of Dragon Roost Cavern as frequently as you desire.



With the Warp Pot now open, head across the suspension bridge and head through the door to exit this room.



As soon as you enter the room, bars will slam down in front of the door you entered from, locking you in the room. To get out, defeat the Bokoblin in the room's center, then begin destroying all the pots (roll into the wall with Ⓐ to knock the pots off the shelves). Inside two of the pots are Bokoblins waiting to strike. Defeat them to open the door on the room's south side.



Before heading up the ladder and through the door, pick up a Deku Stick, light it, and ignite the torch on the room's west side to reveal a treasure chest containing Treasure Chart #11. Grab the Treasure Chart and head through the southern door.



20 TREASURE CHART #11

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On a platform to the left is a Magtail. Fighting it on its island will be a challenge, especially since you have to use parry attacks to defeat it, and those will just land you in the lava. Instead, try grabbing pots around the area and hitting the Magtail. Magtails aren't particularly happy when it comes to water; just hitting them with a splash from a water pot is enough to have them curl into a ball.

After the Magtail curls into a ball, jump over to it and pick it up with Ⓐ, then bring it back to the entrance platform to give yourself better footing. Defeat the Magtail and grab one of the water pots near the room's entrance. Carry it back to the center platform and throw it so it lands where the fountain of lava shoots off on the room's eastern side.



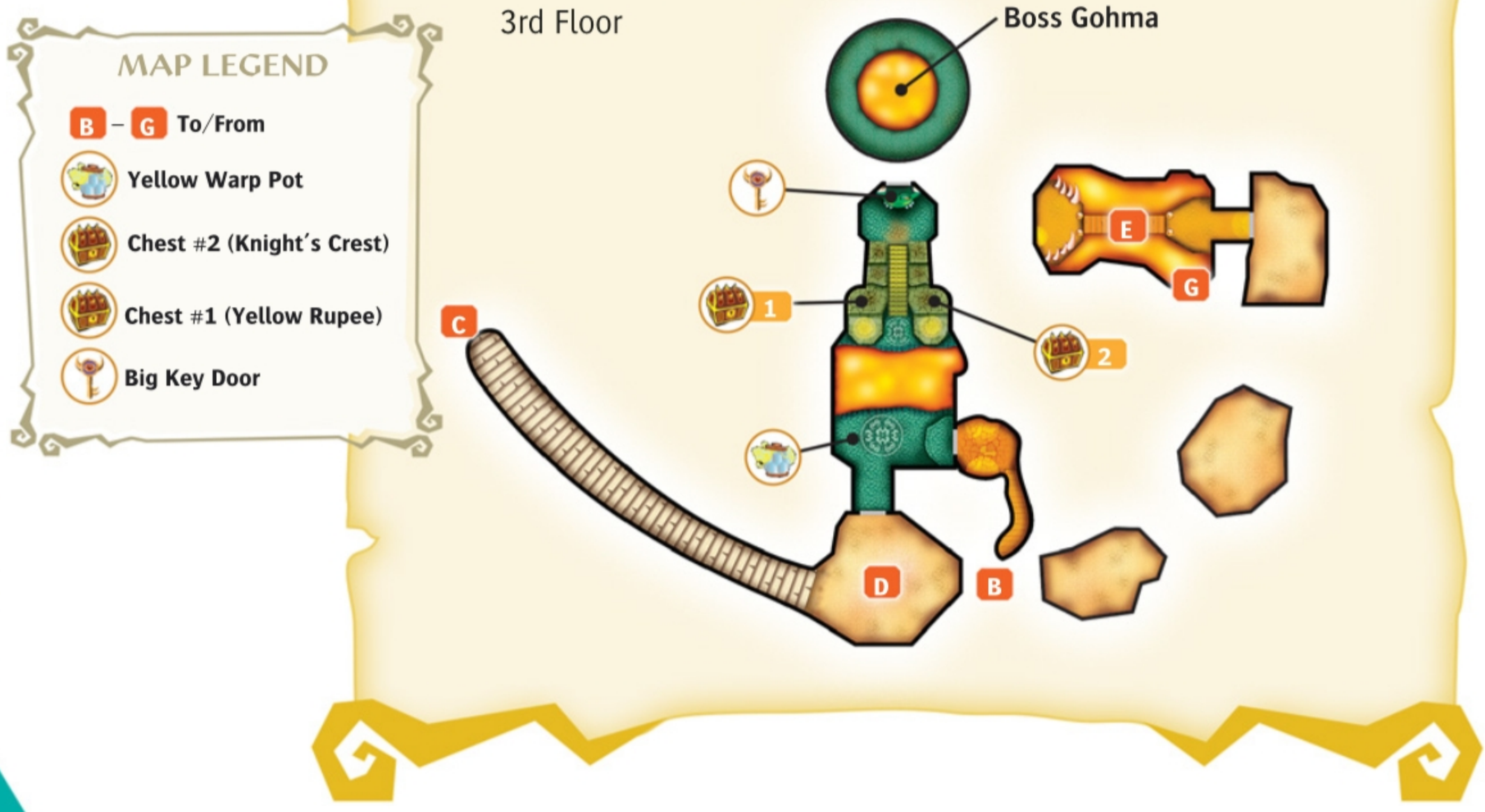
Enemy: Magtail



Magtails are centipede-like creatures that live in hot places. They can be very difficult to deal with for the uninitiated, as they cannot be damaged without first hitting the eyeball behind their claws and coming into contact with their long, spiky bodies, which can hurt you. A couple of parry attacks will take them out quickly (ZL-Target the Magtail and wait until your sword flashes green, then hit Ⓐ to damage it), but if you hit them outside of a parry attack, the Magtail will briefly curl into a ball, leaving them open to some simple sword-swing attacks. The choice is yours—just be patient and defensive when fighting these foes.

Jump onto the platform that the water pot creates. Once the lava begins erupting again it lifts you and the platform up to the third floor. Hop of the platform onto the ledge ahead and go through the door.

THIRD FLOOR





There isn't much you can do in this room at the moment, so let's do what we can. Directly ahead of the room's entrance is a boulder concealing the Yellow Warp Pot. Use one of the Bomb Flowers immediately to the right of the door you entered through to destroy the boulder. You now have Warp Pots on the first, second, and third floors of Dragon Roost Cavern; they will make your life easier if you ever need to quit the game or do any backtracking—which you will shortly, if you want to get that Treasure Chart that's on the first floor.



Pick up another Bomb Flower fruit, but this time throw it at the boulder to the left of the Yellow Warp Pot, in the alcove in the southernmost part of the room. Behind the boulder is a door; head through it.

6. WHAT'S GOTTEN INTO VALOO?

The door will lead you to another area outside of Dragon Roost Cavern, but this time it is just below Valoo's roost. Head up the path quickly—the stairs will crumble shorty after you step on them. Just don't roll while running; rolling up stairs is a good way for Link to hit his head, dizzying him and getting him dropped by the crumbling stairs.



FOURTH FLOOR





At the top of the steps is where Valoo resides. When Link walks through the passage, he notices Medli trapped in a cage guarded by two Shield Bokoblins. While he stands astonished, a gate slams shut behind him, locking him in the room with the grumpy goblins. Defeat them and a Kargoroc will bring in backup—specifically, a Moblin. Mix up your moves whenever the Moblin blocks your attacks, keep your distance when it gears up for a swing with its lengthy spear and you'll make short work of the burdensome slab of bacon.

Enemy: Moblin



The giant, pig-monster Moblins are no joke. They are some of the toughest adversaries in the game. Defeating them will require that you stay on your toes the entire fight. If it blocks your attack, try a different one. If you land a hit, expect a counterattack for your troubles. Its spear gives it incredible striking range, so always be ready to retreat and dodge; in other words, stay on the defensive. Instead of trying to go for multiple-hit combos, strike it once or twice, then pull back and wait to see if it counterattacks. Rinse. Repeat. Careful attacks, keen observation, and an appropriate use of your shield is your prescription for curing this swine flu.

TIP Who'd Want These?

Moblins drop Skull Necklaces after being defeated. Just like all other spoils up to this point, you want to save these; someone is bound to want them at some point, right?



After you defeat the Moblin, Medli's cage will open, freeing her from imprisonment.



According to her, something has got Valoo's tail and is doing dastardly things to it just below Valoo's roost. Medli decides to head back to the aerie and tell everyone what's going on, but before she leaves, she hands Link the Grappling Hook to thank him for freeing her. As it so happens, before they had the ability to fly, the Rito used Grappling Hooks to take to the sky. Now Link has the same possibilities and we're going to utilize them as often as we can.

21 GRAPPLING HOOK



Medli requests that Link head up the stairs so she can teach him a thing or two about the Grappling Hook. Pay close attention to Medli's instructions. Hook onto the post and swing across the gap to the other side. Swing on the next post ahead, use your sword to destroy the boards blocking your path, then drop off the platform to the floor below.

NOTE How About a Second Opinion?

Medli will give Link a quick tutorial on how to use the item, but she doesn't explain every aspect of the Grappling Hook, so here is a breakdown of how to use it:

To target a post, hit the button you assigned the Grappling Hook to and move the cursor around with ® or by moving the Wii U GamePad. Once you've targeted a post, again push the button you assigned to throw the Grappling Hook at it.

To swing, hold Ⓛ and Link will handle the rest.

To jump off the rope, hit Ⓐ

To stop swinging, hold ZR.

To change directions while on the rope, push ◀Ⓛ or Ⓛ▶ while holding ZR.

To climb up or down the rope, press Ⓛ or Ⓛ while holding ZR.

THIRD FLOOR



To your left is a line of posts descending around the wall of the peak. Follow the posts until you reach the door at the end of the line. Head through the door.

TIP

I'll Take That

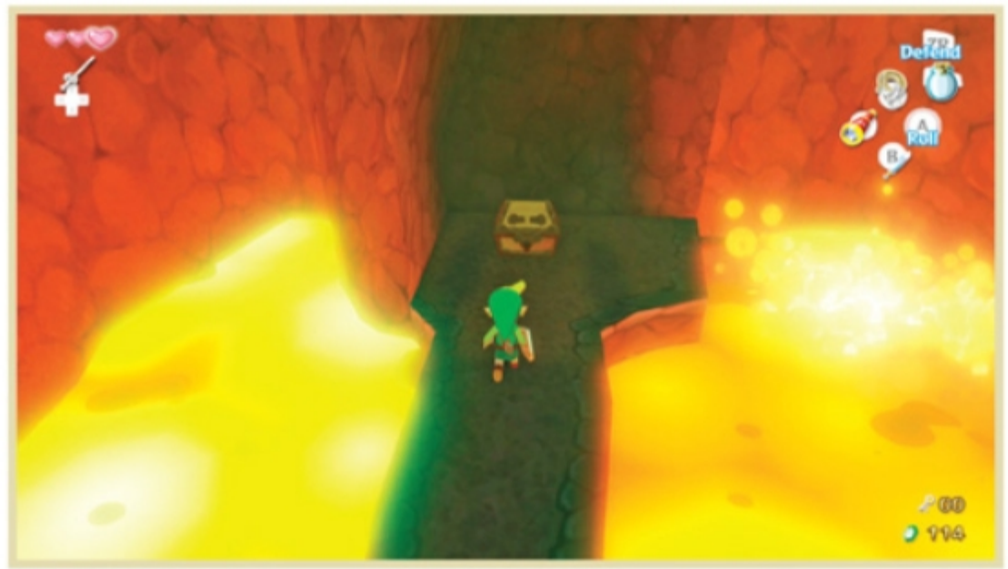


The Grappling Hook isn't just for swinging across gaps and the like: You can also use it to steal spoils from enemies. Just ZL-Target an enemy and tap your Grappling Hook button once more (once to wield it, and again to throw it). It'll fly out automatically toward the enemy you have ZL-Targeted. When it hits, it'll yank whatever spoils that enemy carries (Bokoblins carry Joy Pendants, Kargorocs carry Golden Feathers, ChuChus carry Chu Jelly, etc....). Best of all, the enemy will still drop an item once defeated. The item they drop after being defeated won't be a spoil, but you have a chance of getting Rupees, Hearts, and so on, keeping you're health up, your wallet full, all while filling up your Spoils Bag.



At the end (or sometimes in the middle) of the suspension bridge ahead is a Bokoblin. Defeat it while keeping in mind not to fight on the bridge. Afterward, head to the end of the bridge and cautiously walk up to the pots against the wall. A Bokoblin will burst out of the middle pot. Defeat it and a treasure chest will appear in the room below you. Pick up a Deku Stick, light it, then begin torching the ropes of the bridges with the flaming Deku Stick. After burning all of the ropes, the bridge will fall into the room below, with you on it.

SECOND FLOOR



You'll land safely suspended above the lava below on a narrow land bridge. Head to the bridge's east side to find the treasure chest that appeared after defeating the Bokoblins on the floor above. Open it to get a Joy Pendant, then head to door at the other end of the bridge.

NOTE

Taking the Magma Express

If you ever need to return to the third floor from here, you can use the water pots on the western side of the bridge to ride the lava fountain on the room's southeast side back up to the floor above.

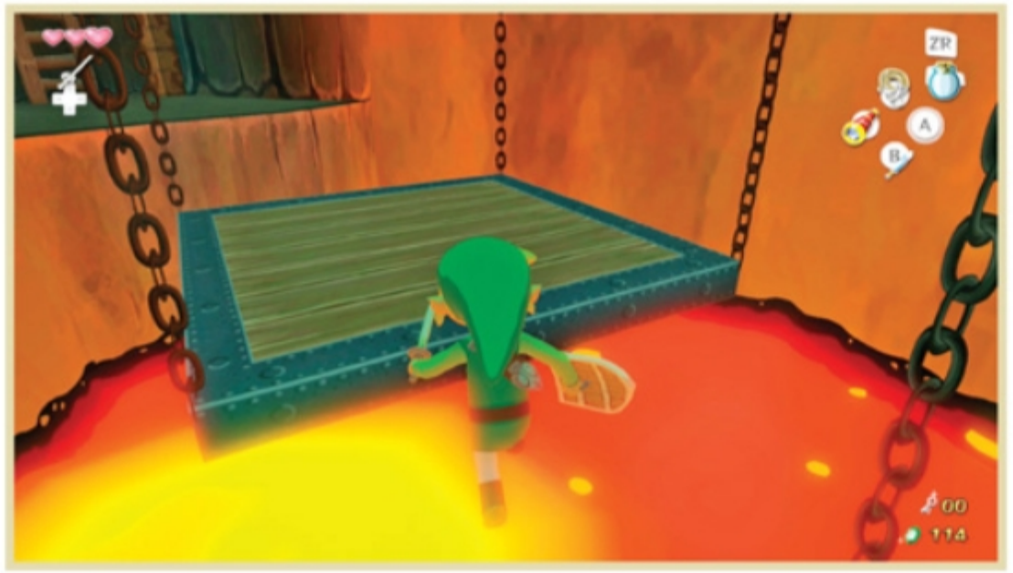
7. FREE AS A BIRD



After entering the room, immediately take a right and you'll see a birdcage-like structure. This cage has a platform that is being held up by three ropes. Jump into the cage, stand in the middle, and use a spin attack (Hold B for a couple seconds and release) to cut all three ropes at the same time. This will drop the platform down to the first floor with you riding shotgun.



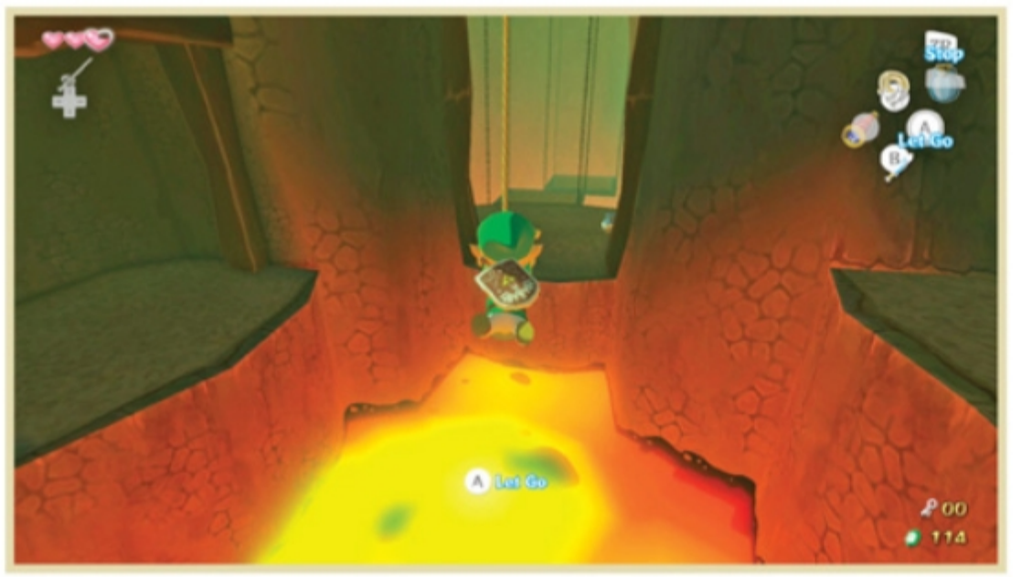
FIRST FLOOR



Head through the only passage available to you, then hop across the platforms until you reach a ladder. Climb the ladder and follow the path to the west until you reach a sealed door.



To unseal the door, put the sealed door at your back and look up. A horizontal bar is suspended from the ceiling. Use your Grappling Hook to swing on it. Link's weight activates the trigger mechanism and unlocks the sealed door. To get back to the door, jump off the rope at the top of Link's backswing. This will land you right back on the platform you grappled from. You'll likely have attracted a Keese or two, but that's no problem for you now that you have the Grappling Hook. Just ZL-Target them and hit them with your Grappling Hook to end their flappy nonsense once and for all. Now head through the unsealed door.



Grapple the overhead pole, stop swinging (hold ZR), and turn facing the room's east side. Swing to the landing on the east side. Now jump across the three wooden platforms suspended from the ceiling by chains, then grapple and swing to the landing to your left and head through the door.



In this room is a chest engulfed in flames and a constant pressure switch. To keep the constant pressure switch constantly pressed, you'll need to find the Magtail that rises from one of the lava pools in the room. When you do, ZL-Target the Magtail and hit it with B when it opens its claws. This will cause the Magtail to curl up in a ball after a couple of hits. Pick up the Magtail and place it on the constant pressure switch to remove the fire surrounding the treasure chest. Open the chest to find the Dragon Roost Cavern Big Key—the key in every dungeon that unlocks the dungeon boss's room.

NOTE

You Can Be My Constant

Unlike standard switches that simply require Link to step on them to activate them, a constant pressure switch requires, well, constant pressure. This means that the second you step off the switch, it'll pop back up, restarting any mechanism that it enabled, disabled, or anything in between.

8. TO THE END



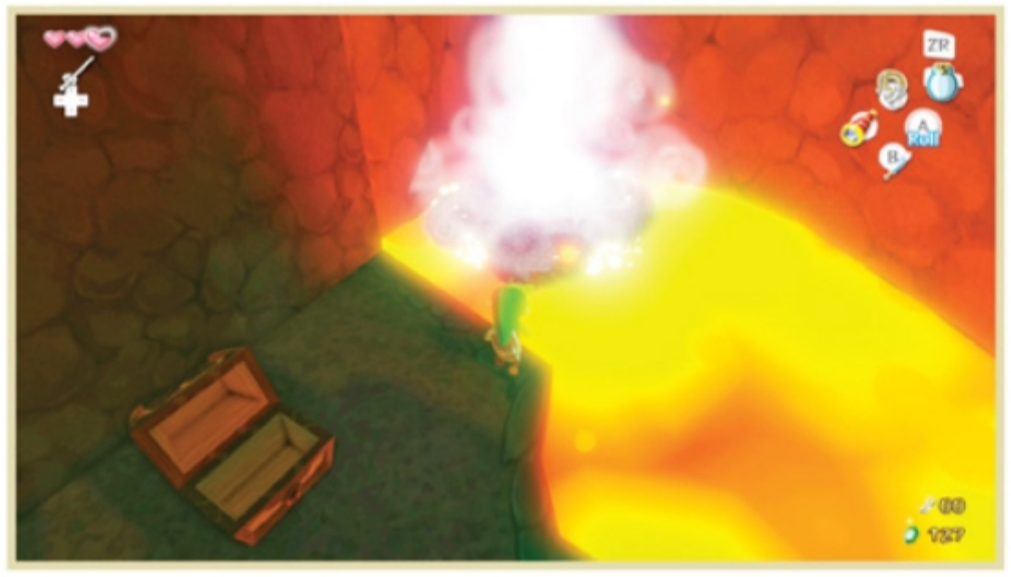
Head back through this room's entrance, backtrack through the next room, and return to the platform you cut loose from the birdcage. Ride the birdcage platform back up to the second floor and head through the east door.

NOTE

Enemy: Fire Keese



After grabbing the Big Key, a large number of Fire Keese will show up in Dragon Roost Cavern to give you trouble. These Keese are almost identical to normal Keese in every way, except they are on fire. If they hit you, Link will catch fire and his health will gradually drain for a time. Stick to attacks using the Grappling Hook instead of using your sword; you'll stay less...crispy that way.



After entering the room, clear up the two Fire Keese flying around the center of the room; then pick up a water jar and create a platform over the lava fountain in the room's southeast corner. Jump onto the platform and ride it to the third floor. Head through the door on the room's east side.



You're now back to the point you swung to from Valoo's roost. Swing back up the posts ascending around the wall and head through the door on your right.



You are now back in the room with the Yellow Warp Pot. When you were here before, you couldn't cross the gap in the middle of the room, but that has all changed now that you have the Grappling Hook. Grapple across the gap, head up the stairs, and deal with the Magtail. You're now in front of the dungeon boss's door.



Before you head through, break the pots near the door to find Fairies. Grab one with an Empty Bottle and use the other to get your health back to full. There are also a couple treasure chests on the sides of the staircase that are worth opening. One contains a Knight's Crest (an important item to hang on to) and the other has a Yellow Rupee.

TIP — A Fairy Good Idea



Fairies have the power to heal Link when he comes into contact with one. Using an Empty Bottle to capture a Fairy will give Link the ability to be revived if he falls in battle. This will only work once per Fairy, but this is still an invaluable method for keeping yourself alive in a tough situation.

TIP — Unfinished Business



Before you head into the dungeon boss's room, you can hop into the Yellow Warp Pot to return to the first floor. Head through the door on the room's north side, then take a left in the next area. Take the door directly ahead and turn right. Swing across to the northern alcove and break the boards with your sword to reveal a treasure chest containing Treasure Chart #39.

22 TREASURE CHART #39

To get back, return to the Warp Pot and hop into it to travel to the second-floor Warp Pot. Hop into that Jar to get back to where you started.

Save your game, then enter the dungeon boss's door.

Boss: Gohma



The mystery of Valoo's rage has been solved: a monstrous, one-eyed centipede by the name of Gohma has trapped Valoo's tail in the ceiling by throwing magma at it. The magma hardens quickly, making it nearly impossible for the poor sky spirit to get his tail out before it becomes solid. That's just wrong. Let's give this fire-breathing creepy-crawly a stern smacking for its misdeeds!

Boss: Gohma, continued

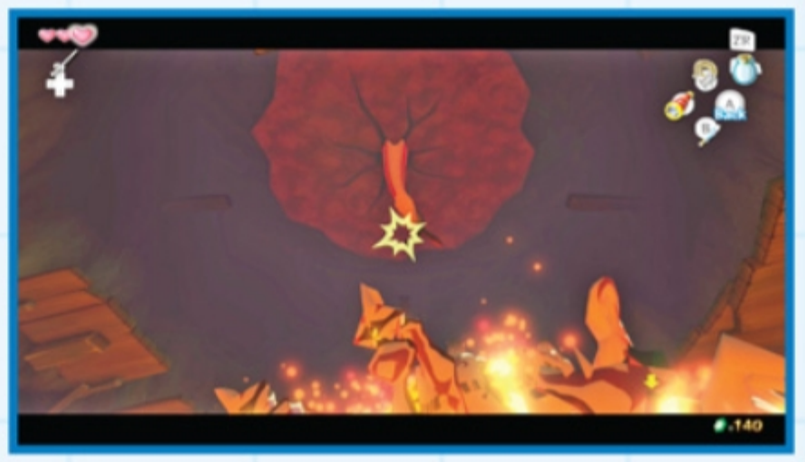


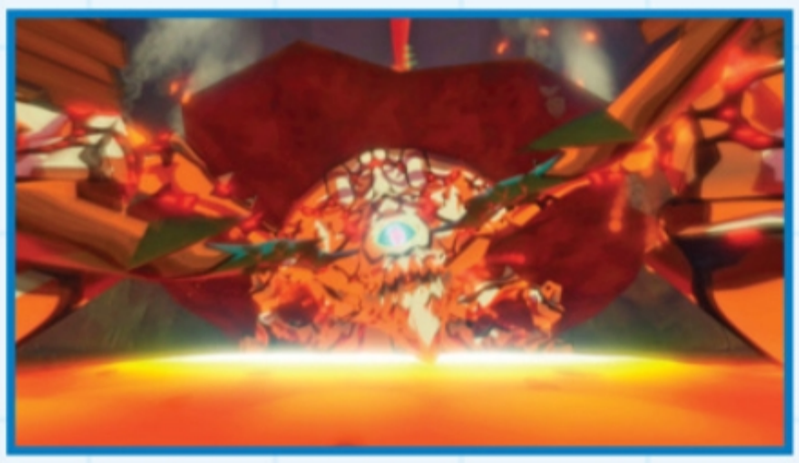
This fight takes place in a circular room with a narrow pathway that circles a pool of lava. Gohma will stay in the pool for the entirety of the fight, so the pathway is your own. Gohma has only two attacks: slamming its claws down on top of you or belching fire from its mouth. You can avoid most of Gohma's attacks by constantly moving and rolling with Ⓐ. Just don't ZL-Target Gohma while trying to avoid it; this will only slow you down and practically guarantee a hit by Gohma's claws.

TIP
Health When You Need It

Almost all of the pots in the room contain Hearts, so bust them open if you get low on health.

Unfortunately, Gohma is covered in a thick shell of solidified lava and cannot be damage by your sword—at least not at the moment. To break through Gohma's shell, you must target Valoo's tail using the Grappling Hook.





Timing is the big issue here, as it takes a while for the Grappling Hook to travel to Valoo's tail, and during that time Gohma will have a clear shot of you. Wait for Gohma to slam its pincer down four or five times. Around the fourth or fifth swing, it'll throw an extra hard pincer smash and will remain still long enough for you to get your Grappling Hook wrapped around Valoo's tail. Next, jump from the rope, and Valoo will begin to pound and shake, causing the chunk of lava rock attached to his tail to fall on Gohma. Gohma will recover swiftly and lift the rock off of itself and back in place on the ceiling.

You'll have to swing from Valoo's tail three times to break Gohma's armor. The best way to accomplish this while taking minimal damage is to line yourself up with one of the wooden platforms along the upper walls before swinging on Valoo's tail. If you land on one of those platforms, Gohma will take longer to reach you, giving you a good chunk of time to swing on Valoo's tail again.



After breaking Gohma's armor, ZL-Target the monstrous centipede and tap your Grappling Hook button. This automatically throws the Grappling Hook at Gohma's eye, dragging it down to your level and allowing you to attack. Slash the Gohma's eye seven times to defeat it.



Pick up the Heart Container that Gohma left behind to increase your maximum health, then head through the portal in the center of the now-cooled lava.

DRAGON ROOST ISLAND



Back outside on the shore of Dragon Roost Island, the clouds clear and all seems to be well with Valoo once again. Komali and Medli wait for Link on the beach to thank him for helping the spirit of the sky. Komali, hoping to one day be as brave as our green-garbed hero, hands Link Din's Pearl as a show of his admiration and thanks. Valoo also expresses gratitude to Link in a strange language, which Medli translates for him.

23 DIN'S PEARL

TIP

A Mail Sorter's Job Is Never Done



Before taking off, head back into the Rito Aerie and talk to the new mail-sorting part-timer Baito. He's heard legends about your unbelievable mail-sorting prowess and wants to see it for himself. Sort 25 letters in 30 seconds and he'll become overwhelmed by your abilities. He will decide to write his mom about the incredible sorting he just witnessed and will ask you to deliver the letter for him.



It's a rather odd request, but how you say no to such an excitable fellow like Baito? Equip the letter and leave the aerie the way you came in. Use the letter on the mailbox down the path from the entrance to the aerie. Afterward, speak with Koboli, who is to the left of Baito, to sort more letters, this time for Rupees. If you can sort more than 25 letters, Koboli will pay you a Rupee per letter sorted. You can repeat this minigame as much as you want, so it makes for a tough but good way to fill your wallet back up if you're low on Rupees.

NOTE

You've Got Mail!

Keep your eyes open whenever you pass a mailbox. Every now and then you'll receive a letter from one of the many people you've met on your adventure. If you see the mailbox rocking back and forth, inspect it to receive the letter. Don't worry about the letters being delivered to you; the Rito are very thorough and will always make sure your letters are in the mailbox nearest to you.



After saying your good-byes, head back to the King of Red Lions. As it turns out, Red seems to think that Ganon was behind Gohma's appearance; it seems the master of evil's plans have been in motion longer than we realized, and Red believes that his plans have extended to an island south of here. Use the "Wind's Requiem" to direct the wind south, hop on your boat, and follow it to the sector indicated on your map—the King of Red Lions won't let you on his back until you set the wind south.



Before you get far from the coast of Dragon Roost Island, a talking fish (we've seen a talking boat, bird people, and a dragon; a fish with a love for linguistics shouldn't come as a surprise to anyone) will swim up and teach you about proper map creation by filling in the Dragon Roost Island sector on your map with a detailed image of the island and its surroundings. He tells Link to throw All-Purpose Bait to any Fishmen he passes on his journey and they'll fill in the sector that Link is currently in.

In short, anytime you see a fish jumping out of the water, steer toward it and throw it some All-Purpose Bait. This is the only way to get a detailed look at the entire map of the Great Sea, so stop every time you see a Fishman; you'll be glad you did.

NOTE

A Good Ol'-Fashioned Cartographer



To check the world map, hit ⊕ if using a controller or just look at the Wii U GamePad while sailing. All the sectors Fishmen have drawn will be displayed brightly and in detail, while the other sectors you have visited will be darkened. Any destinations that are part of your quest to find Aryll will be marked by a circle in the sector you are supposed to visit. To get a closer look at any sector you've had a Fishman fill in, press Ⓐ while highlighting the sector you wish to magnify.

There are 49 sectors (7x7) in the Great Sea. We will be referring to each line on the map with a set of letters (A–G) and numbers (1–7) to keep track of them all. Horizontally are the letters A, B, C, D, E, F, G, and vertically are the numbers 1, 2, 3, 4, 5, 6, 7. Right now, you're at Dragon Roost Island, which is at sector F2, and your destination to the south is at sector F6. From this point on, whenever we refer to a location on the map, we'll list it by its sector name. For instance, if we say go to sector D1, you know to open your map, pinpoint the sector, and set the wind blowing to the northwest. If it seems a little much at first, don't worry; you'll get it in no time at all.



You can also see all of the Sea Charts you've picked up so far by pushing Ⓨ while on the map screen. Pushing Ⓐ on a chart that you haven't inspected yet will open it. For specific location charts (e.g., Tingle's Chart), a picture showing the location on your map will be displayed. For Treasure Charts, a vague picture of part of a specific island will be displayed, which hints at where the treasure on the chart is located. Hold off on looking for Treasure Chart treasures for the moment; we'll let you know when to start your searching.

TIP

Shopping List

The King of Red Lions is pretty strict about Link getting to the location on his map and will stop you anytime you sail away to sectors you haven't been to yet, unless they are on the way to F6. However, there are a few locations you can stop at to grab some extra items before your next real encounter with Ganon's beasties. Before heading off to the location marked on your map, make a few pit stops to get some treasure and increase your Heart Container capacity. Follow the directions in the next section.

Note: You'll have to set the wind blowing south, then change it to your desired direction after hopping onto the King of Red Lions; he won't let you leave Dragon Roost Island until the wind is set to the south and you hop on his back.



TIP

The Jelly Dome



A small collection of islands lies in E2, directly west of Dragon Roost Island. Use the "Wind's Requiem" and set the wind blowing west. The island you are searching for is called Pawprint Isle, and it is actually small and mostly obscured by the ocean, so seeing it before you get close is a challenge. Use the Sea Platform in that sector as a landmark, as Pawprint Isle is almost directly to the left of it.



Pawprint Isle is home to a rather large and conspicuous blue dome in the middle of the archipelago's largest island. It's said that Windfall Island's resident potion maker comes here to get Chu Jelly from the large quantity of ChuChus living under the dome. The dome's entrance is small and hidden at its base by grass tufts. Cut down the tufts to reveal the entrance, then crawl through it. Inside the dome is a hole in the ground that you should jump into.



Halfway through the tunnel is another boulder blocking a path (we'll definitely need to stop by here again when we can deal with these obstructive boulders). Continue to the end of the tunnel to find a small room with a treasure chest. Defeat the Red ChuChus lurking about and open the chest to obtain Piece of Heart #4.



24 PIECE OF HEART #4



Run through the passage directly ahead and you'll enter the main room of the area underneath the dome. There are a couple of Red ChuChu's shuffling around in the grass. Directly in front of you is a tunnel that is blocked partway through by a boulder. Unfortunately, we don't have any means to destroy the boulder right now, so take the room to the right of the tunnel from which you entered the main room.

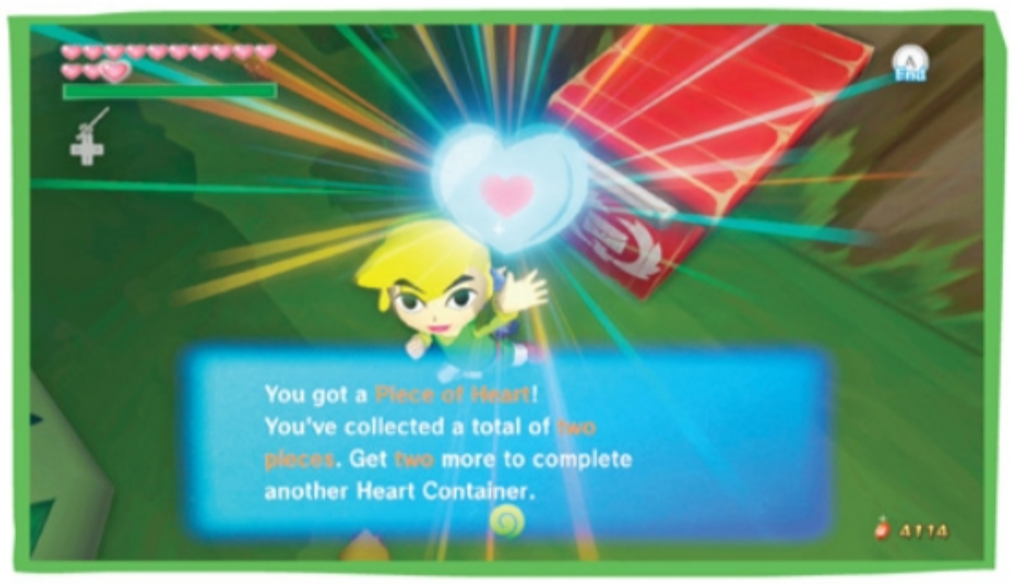


To exit the area, walk into the beam of light in the middle of the room. Crawl underneath the small home at the base of the dome and you'll be back under the sun with the beautiful blue ocean all around you.

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TIP

Letters from Mom



On your way out of the dome, check the mailbox ahead and to the right, on a lower ledge from the dome's entrance. It will be shaking back and forth if Link has a letter. Your first letter is probably from Baito's mom, Kashiko, who thanks Link for helping Baito with his new mail-sorting position. Inside the letter is Piece of Heart #5. What a nice lady.

25 PIECE OF HEART #5

NOTE

Under Fire

Don't worry about the Sea Platforms in the F sectors. All of them have cannons around the base of their huts, and you have no means to destroy them right now. Visiting them will likely get you blasted to oblivion, so hold off.

TIP

Salvage Corp.

During your time sailing around the Great Sea, you'll happen onto a small boat with a hook attached to its center. The boat is owned by a group of undersea salvage collectors who appropriately refer to themselves as the Salvage Corp. Talk to them the first time you see them, as they will hand you Treasure Chart #34 for your time.

26 TREASURE CHART #34



What're You Opening, a Jelly Factory or Something?



In F5 is a submarine containing an Empty Bottle. The submarine isn't very big, so keep your eyes peeled for it.



When you spot it, head inside to find two Blue Bokoblins, a Shield Bokoblin, and several Rats. Ignore the Rats, but defeat all of the Bokoblins. A treasure chest will appear at the end of the room. Open it to find your second Empty Bottle. Climb the ladder at the room's opposite end and head through the doorway to get back outside.

27 EMPTY BOTTLE #2

SOMETHING'S AMISS IN THE FOREST HAVEN

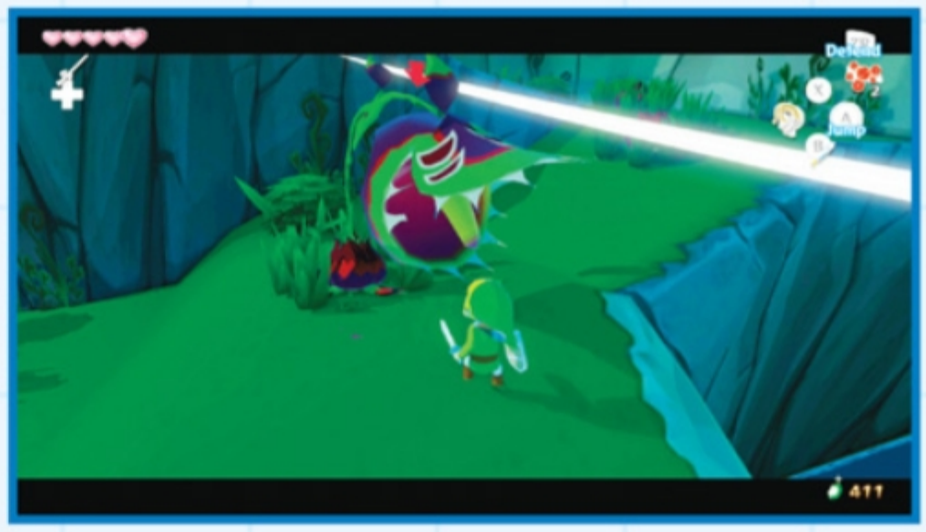


The Forest Haven (F6) is where Red was leading us. This place looks like a giant tree trunk sticking straight out of the water, and across from it lies the Forbidden Woods: a forboding, dark mass of vines and bad feelings. It seems like Ganon might have already beaten us here.



Red will bring you up to the coast where you can set your feet on dry land again. Without delay, hop off your boat and climb up the ledges ahead. Head right after climbing the top ledge and follow the path. You'll have to deal with Boko Babas, giant man-eating plants that are prevalent in the Forest Haven and Forbidden Woods.

Enemy: Boko Baba



Boko Babas may look intimidating, but their mouths are larger than their attack range; in other words, keep your distance and they won't be able to damage you with their bite attack. To sort them out, either wait for them to attack while staying just outside their attack range, or hit them with the Grappling Hook to stun them briefly, which will open them up for attack (plus, you can grab a Boko Baba Seed from them by using the Grappling Hook).

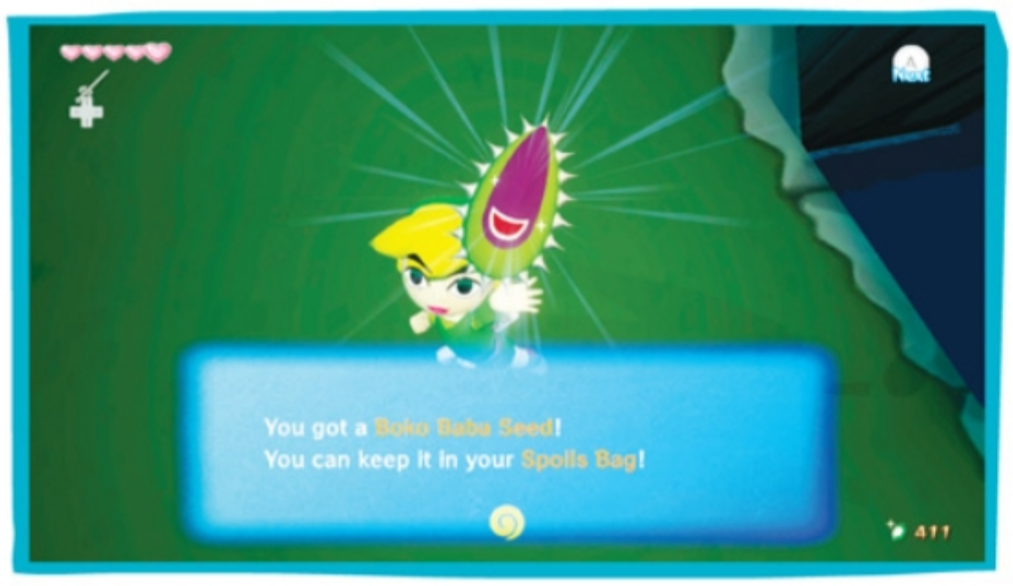


Hit them enough times and they'll stick their heads straight into the air, leaving their stem completely exposed. A single hit to the stem and you'll have one less weed to pull. Oh! And every time you defeat a Boko Baba, it leaves behind a Deku Stick.

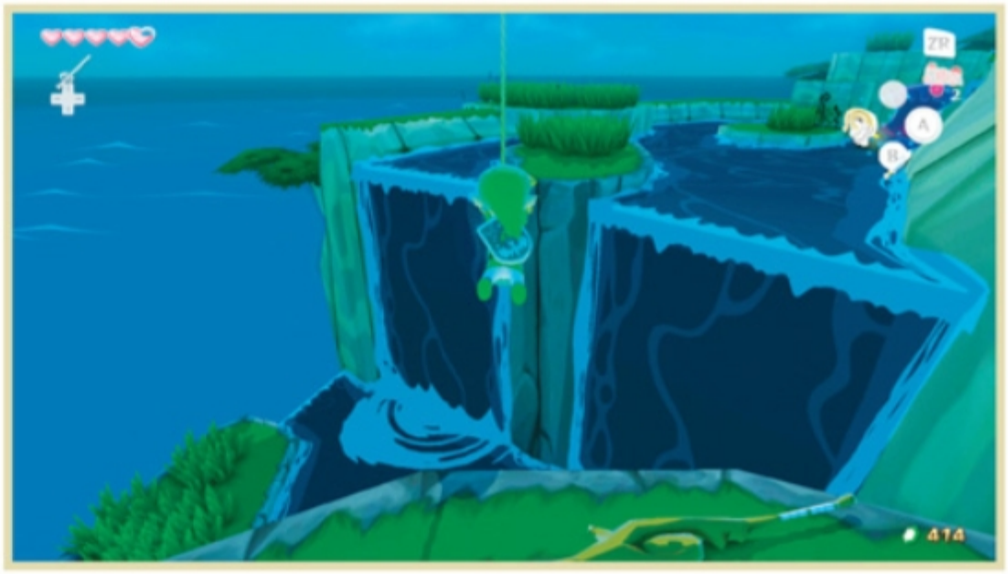
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NOTE

You've Got a Green Thumb



When defeated, Boko Babas drop spiky green and purple seeds called Boko Baba Seeds. Rumor is that someone in the Forest Haven knows just what to do with these. We'll have to investigate that rumor later. Right now, making sure Ganon doesn't cause any more damage around the world is a much more pressing issue.



At the end of the path is a dead end with another Boko Baba stationed on top of a dry dirt plot (you'll know it when you see two waterfalls ahead of you). Dead ends don't mean much to true heroes, so don't let this slow you down. Instead, pull out your Grappling Hook and look straight up to find a post sticking out of the wall. Use your Grappling Hook to swing to the small island covered in grass ahead (you may need to adjust your position on the Grappling Hook to make sure you don't fall into the water surrounding the small plot of land).

Caution

Into the Drink

Avoid falling into the water around this area. If you're unlucky enough to slip in, you'll be whisked back to the beginning of the path, which would be unpleasant.



After landing on the small island, immediately hold out your shield—hold the ZR Button while your sword is out—to deflect the projectile launched from a River Octorok's mouth, just upstream. If you deflected it before getting hit, the projectile will bounce back and hit the River Octorok instead, defeating it on contact.

Enemy: River Octorok



River Octoroks are pretty uncommon, mostly residing in the Forest Haven and Forbidden Woods sector (F6). They can be defeated pretty easily by deflecting their projectiles back at them with your shield or by hitting them with your sword. A single hit with its own projectile will put this killer calamari out of commission.



After defeating the River Octorok, hop onto the plot of land to your left. A Boko Baba resides there, so take it out before moving on. Head onto the next small island on your right in the middle of the stream, climb up the ledge, and jump to the platform ahead. There's another River Octorok ahead, so defeat it before moving on.



After defeating the second River Octorok, pull out your Grappling Hook and look straight up to find another post. Swing and jump into the pool of water that the River Octorok was in, then head into the passage to your right to officially enter the Forest Haven.

FOREST HAVEN (F6)



Once inside the Forest Haven, head right and follow the stream up the giant tree in the center of the room.

Hmmm...interesting. That tree looks like it has a— It's alive!! And it's covered in Red and Green ChuChus! The poor tree seems like it's in pain. Help it out by rolling into its base to shake all the ChuChus off.

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Enemy: Green ChuChu



Green ChuChus are pretty much identical to Red ChuChus, except they take more hits to defeat than their crimson counterparts. They are also more prone to turning into their goo form to avoid attacks. Still, the methods for defeating them are the same: hit them while they're in their solid form and avoid their jump attacks.

NOTE

Gellin' with Jelly

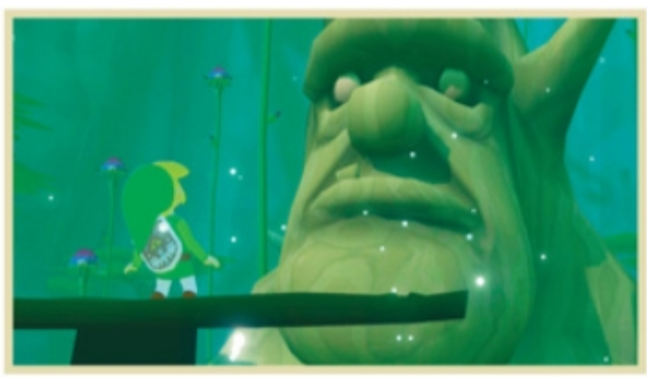


Just like Red ChuChus, Green ChuChus drop Chu Jelly, but their jelly is green. You can take Green Chu Jelly to Doc Bandham in Windfall Island's potion shop to make a potion that recovers either your health or magic; there are even rumors of a Chu Jelly that can recover both!

These persistent jellies will climb back onto the tree after only a minute or two. When that happens, you have to roll into the tree's base again to shake them off. Repeat this process until you defeat all of the ChuChus.



The giant tree will begin to speak to Link in a language that seems all too familiar—didn't Valoo speak in this manner as well? It doesn't take long for the old oak to realize that Link hasn't a clue what he's saying. He promptly switches to a language Link knows and then introduces himself as the Deku Tree. Parroting what Red has feared all this time, the Deku Tree suspects Ganon for the ill-mannered creatures that have been popping up in his domain.





The Deku Tree calls down the spirits of the forest—the Koroks, tiny creatures that wear leaf masks and have the bodies of trees. Link is just in time for the Forest Haven's annual ritual to promote the health of the forest, but before the ceremony can commence, a Korok named Linder, who is known for his tardiness, shares some grave news with the Deku Tree. Apparently Linder's partner in the battle against punctuality, Makar, has fallen into the ominous-looking Forbidden Woods, meaning the ceremony cannot be completed. This does not bode well for the Deku Tree and his forest.

LINK, GET YOUR WINGS!



Getting to the Forbidden Woods is not an easy task for a tiny person such as Link. There is no way to enter that horrible place by boat, leaving travel by air as the only option. The Koroks can fly, but sadly Link cannot. Worry not: the Deku Tree has the means to get Link airborne—one of his magical leaves!



After speaking with the Deku Tree, head to the purple flower buds on the ancient acacia's right side (your left). These flower buds are known as Baba Buds; use them to launch yourself into the air to reach heights unknown—or in this case, the Deku Leaf on top of one of the Deku Tree's branches.

NOTE

Baba Buds: How Do They Work?

Here are a few things to remember when using a Baba Bud: simply walk into a Bud to use it. The Bud will begin making a charging sound and after 3 to 5 seconds, it'll spit you into the air.

Use ◀Ⓛ and Ⓛ▶ to change directions.

Hold Ⓛ before being launched out of the Bud to fly forward when shot into the air.

If you don't move Ⓛ when you are shot out of the Baba Bud, you'll fall right back into the bud.



Hop into the Baba Bud and line yourself up with the thin plant ahead (if you need some perspective, let the Baba Bud launch you straight into the air to see where the next Baba Bud is). Land in the Baba Bud on top of the thin plant and then line yourself up with the next thin plant.

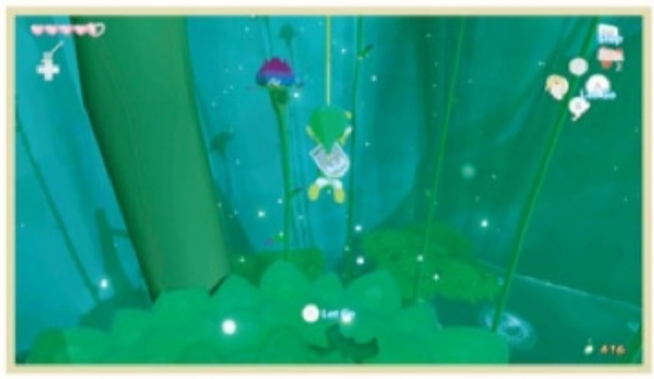
NOTE

Mastering Gravity

Missing a Baba Bud after being shot in the air is almost inevitable for those who haven't used them before. This will almost certainly mean an express trip to the Forest Haven's floor, costing you precious Hearts. But do not despair! There is a trick to avoiding damage when falling from the highest of heights: a split second before you hit the ground, hit Ⓐ to have Link roll out of his fall, negating all damage that our Wind Waking friend would have taken if he hit the ground dead-on.



Repeat this until you reach the fourth Baba Bud—there is no Baba Bud accessible from the fourth Bud. Instead you'll have to land on top of a leaf canopy at the top of the thicker tree in front of you.



From here, use your Grappling Hook to hook onto the branch directly above and in front of the Baba Bud ahead. Note: you'll have to reposition yourself on the rope with the Ⓛ before swinging into the Bud.



Continue going from Bud to Bud until you see another leaf canopy on your right. Launch onto the canopy and grab the glowing Deku Leaf.

28 DEKU LEAF

Deku Leaves and You



The Deku Leaf gives you the power to glide if you use it while in the air. If used on the ground, the Deku Leaf will send out a blast of wind that can be used in a variety of ways.

When outside, your Deku Leaf will glide with the wind. If the wind is set against you, you'll glide at a crawl, so always use the Wind Waker to set the wind in the direction you're looking to glide.

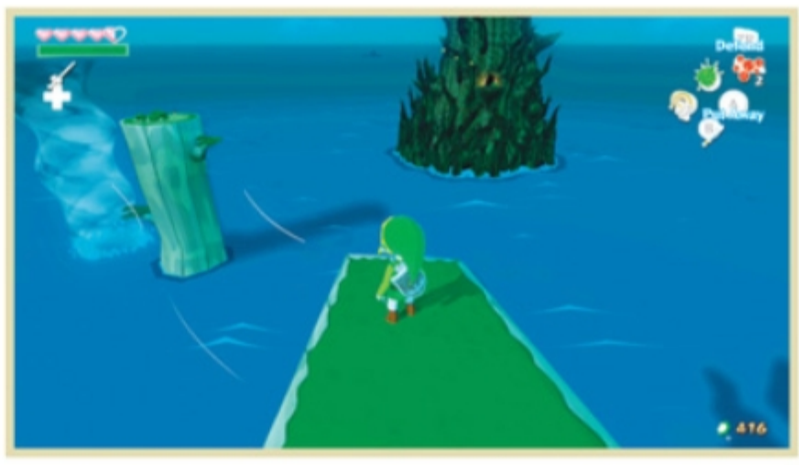
Getting the Deku Leaf also gives you a Magic Bar, which is located underneath your health. Gliding with the Deku Leaf costs Magic, so you can only glide until your Magic Bar hits empty. It should be noted that shooting blasts of wind with the Deku Leaf has no Magic cost.

You can refill your Magic Bar by picking up Magic Jars that will often appear after cutting tufts of grass.

One final note: if you happen to have the Deku Leaf equipped when you fall from a great height, you can activate it just before hitting the ground to keep yourself from taking damage.



After grabbing the Deku Leaf, equip it and then turn around and jump off the canopy toward the opening on the wall (the opening is lower than the canopy you are currently on). While in the air, use the Deku Leaf and glide toward the opening (the grass-arrow will help point the way). Land on the grass-arrow ledge and go through the door.



Directly ahead, with its menacing appearance and promise of danger, is the Forbidden Woods. Unfortunately (or maybe fortunately in this case), the Woods are a good distance away from the Forest Haven with nothing but the sea in between. Luckily you have the Deku Leaf now, so we might just be able to make it over there.



To your left is a small island with a wind vortex circling it. That's your destination, so set the wind blowing to the southwest and use your Deku Leaf to glide over there. This next part is very tricky. You must glide into the wind vortex circling the island to glide to the Forbidden Woods. Timing is incredibly important here, and you need to be ready to dodge the flying spike monsters, known as Peahats, that are stationed in front of the Woods' entrance.



Set the wind northwest and position yourself so that the Forbidden Woods are directly ahead of you. When the wind vortex enters the screen on your right, jump and glide. If your timing is solid, you'll hit the vortex and get a boost into the air, giving you plenty of height to reach the Forbidden Woods. (Note: use the picture above to get a good idea of gauging when to jump.) If you're a little off, do whatever you can to get into the vortex, even if it means turning into it.

Enemy: Peahat



Peahats are the spiky monsters that use bladelike petals on their heads as propellers to fly around. Their only method of attack is to ram Link, but defeating them is a different story. Their petals also work as a shield, deflecting Link's sword attacks. Projectile attacks are the only way to bring them down. Blow a gust of wind at them to stop their propellers from spinning. This will drop them to the ground and allow for attacks with Link's sword. Also, if you use the Grappling Hook on a Peahat that still has its propeller attached, you'll net yourself a Golden Feather, which will come in handy later.

Once you've hit the vortex, head straight toward the Forbidden Woods. A platform is extending out of the entrance that is perfect for a landing. Avoid the Peahats and you're good as gold. Don't worry if it takes a few tries: If you fall in the water, you'll be taken back to the small island with the vortex circling it. Just cut the grass to get your Magic Bar back to full and try again.

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FORBIDDEN WOODS (F6)

FIRST FLOOR

1st Floor



Entrance

MAP LEGEND

- A — To/From
- Green Warp Pot
- Dungeon Map

1. A WHOLE LOT OF CHUCHUS



I hope you like ChuChus, because the Forbidden Woods has set up a welcome party chock full of 'em. You'll find 11 Green ChuChus hiding throughout the first room of this dungeon. You don't need to defeat all of them, but it will make your life a little easier if you do.



At the room's top-right corner, just up the slope, is a treasure chest containing the Forbidden Woods' Dungeon Map. Grab that before you leave the room.

NOTE

The Green Warp Pot



To the right of the door leading to the next room is the Green Warp Pot.

2. BABA BUD BONANZA



When trying to leave the room, you'll notice pretty quickly that the door on the room's north side won't open. We're willing to bet that the one-eyed flower is to blame. Head to the room's far left side and pick up the giant Deku Nut sitting on the ground. Take it back to the door and throw it at the one-eyed flower to remove it and the vines that are holding the door shut, then head through it.

TIP

Look Out Below!



Instead of following the directions below to reach the second floor, you can just jump off the ledge down to the basement floor. Inside a tree on the room's north side is a treasure chest containing a Knight's Crest. Defeat the Green ChuChus surrounding the chest and then defeat one of the Boko Babas on either side of the room. Pick up the Deku Stick they leave behind, run it through the torch by the treasure chest, then touch the one-eyed flower sitting on top of the chest. The fower will burn up, allowing you to open the chest.



To leave the room, head to its south side and hop into the Baba Bud on top of the stump. Face east and launch into the Baba Bud atop the spire ahead. Turn north and glide to the Baba Bud atop the large tree that was housing the Knight's Crest. Look southeast and launch and glide with your Deku Leaf to the Baba Bud on top of the spire. Do the same for the spire on the west side of the room. Then face north and glide to the platform ahead. You will technically be on the second floor.

NOTE

Blow 'Em Away



The Deku Leaf isn't just for gliding and knocking Peahats out of the air. You can also use it on the leaf piles scattered around the Forbidden Woods to find Hearts, Rupees, and other items. And if used on a Boko Baba, it'll force its head up, leaving the Boko Baba's stem completely exposed and ready to be attacked.



You need to do some gliding in this next room, so have your Deku Leaf equipped. Hop into the Baba Bud ahead and aim to the room's eastern side. Head toward the next Baba Bud, which is sitting atop a small spire. Now turn to the spire on the room's west side and glide into the Baba Bud on top of it. Face north, glide to the platform. You are now on the second floor.

SECOND FLOOR





The door leading into the next room is blocked by another one of those one-eyed flowers, but this time there is no torch and Deku Stick to burn it down. Instead, on the platform's right side is a Bomb Flower you can use to the same effect as the torch. Two Green ChuChus pop up in front of the Bomb Flower. Lure them away from it and then defeat them (if you hit the bomb, it'll blow up after one or two seconds). Pick up the bomb and throw it in front of the door with the Ⓐ to make sure the explosion actually hits the one-eyed flower. Afterward, head through the door to the next room.

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3. WIND-POWERED TRANSPORTATION



Suspended over the gap ahead is a platform that is currently inaccessible. To move it, turn to your left and use your Deku Leaf on the pinwheel-looking mechanism; it controls the platform. When the platform arrives, hop onto it, turn toward the door you entered through, and use the Deku Leaf to blow a gust of wind toward the door.



The wind will propel the platform toward the room's north side, where you'll find the door leading out of it. If you begin to slow, just create another blast of wind toward the south to get moving again. At the top, jump off the platform and head through the door.



There isn't much in this room but a couple of Peahats, a handful of Boko Babas, and some leaf piles. Deal with the enemies as you see fit, but make sure to defeat the Boko Baba in the room's northeast corner. It leaves behind a Baba Bud.



Hop into the Baba Bud and launch north onto part of the large tree's trunk. Hop into the next Baba Bud and turn left to launch onto the top of the large tree trunk.

The door out of the room is blocked by another one-eyed flower. Blow a gust of wind at the pinwheel to the left of the door. This will call another hanging platform to your location. Hop on it and blow some gusts of wind to the north to get the platform moving.



On the ledge on the room's south side is an boarded-up alcove. Destroy the boards to reveal a Deku Nut. Now, this part can be a little tricky. Deku Nuts only last about 40 seconds off their roots, so being quick is important here. Grab the Deku Nut and hop back on the hanging platform. Put the nut down with R and begin propelling yourself back to the room's north side with your Deku Leaf. Once on the other side, throw the Deku Nut at the one-eyed flower to unlock the door.

NOTE

That's Nuts!

If the Deku Nut disintegrates before you reach the other side of the room, just head back to the south alcove and grab another one. It takes a second or two, but Deku Nuts always reappear on their roots.

TIP

Junk in the Trunk



Before heading into the next room, you can nab a Red Rupee from a treasure chest inside the large tree trunk on the room's north side. Simply hop off the top of the tree trunk to the east and use your Deku Leaf to glide into the opening in the middle of the trunk.

THIRD FLOOR

3rd Floor



MAP LEGEND

- A – D To/From
- Small Key
- Chest #1 (Yellow Rupee)
- Chest #2 (Treasure Chart #15)
- Chest #3 (Red Rupee)
- Compass
- Locked Door

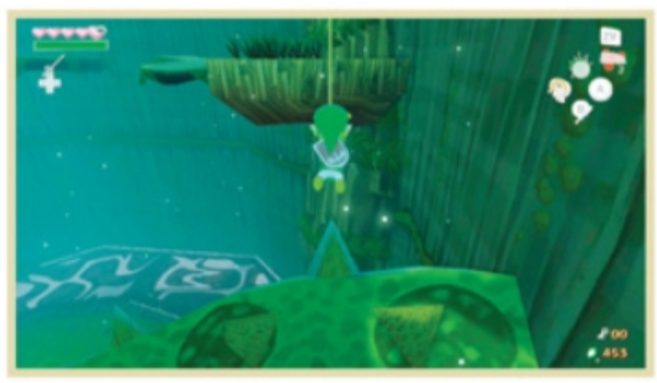


This next room seems innocent enough: a Deku Nut sitting by its lonesome and a door with a one-eyed flower blocking it. Unfortunately, it's not that easy. As soon as you approach the Deku Nut, indestructible spiked vines begin shooting out of the ground, surrounding the Deku Nut. To free the nut from its perennial prison, you must use the Deku Leaf to blow the Deku Nut toward the room's north side. Pick up the Deku Nut and throw it at the one-eyed flower to get through to the next room.

4. THE HANGING GARDEN



Suspended by vines from the ceiling is a giant flower. Below you is a straight drop to the second floor. Don't sweat it; though; you can use Baba Buds on the west side of the second floor to get back up to the third floor.



From the door, take a right and climb the ledge ahead. When you reach the gap with the spiky vine in the middle of it, pull out your Grappling Hook and swing from the post directly above the gap. Wait for the snaking platform ahead to move toward the platform you are standing on, then jump on it and wait for it to move toward the snaking platform parallel to it.

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The second snaking platform will move toward the grassy catwalk with the Deku Nut on top of it; jump onto that catwalk. Grab the Deku Nut, then hop onto the flower structure in the center of the room. Run along the side of the flower structure, heading to the western platform. Throw the Deku Nut at the one-eyed flower blocking the door on the western platform to unlock the door.



Before heading through the door, jump onto the snaking platform to your platform's left. Ride it up to the next snaking platform. This second platform will take you up to another grassy catwalk. On the catwalk is a leaf pile. Use the Deku Leaf on it to uncover the Blue Warp Pot (just in case you need a quick route back to this location). Use your Deku Leaf to glide back to the western platform and head through the door.



In the center of this room is a gap full of Morths. On the ledge on the gap's other side are three pinecone objects that are also full of Morths. Jumping across the gap will cause the pinecones to burst open and the Morths will attach to Link, more than likely forcing him into the gap. No problem: spin-attack the Morths off of you and open the treasure chest to nab a Yellow Rupee. Climb up the small ledges on the gap's south side and then try jumping the gap again. Head through the door on the room's west side.

Enemy: Morth



Morths are spiky, one-eyed monsters that don't damage you in any way. Instead, they latch on to you whenever you make the slightest bit of movement. Every Morth that attaches to you slows you down. To remove them and simultaneously defeat them, use a spin attack to slash them off, destroying them in the process. Any Morth that escapes this can be defeated with one hit from Link's sword.

5. BETWEEN A ROCK AND A WHOLE LOT OF SPIKY VINES



This next room is devilish to say the least. It appears harmless at first, but similarly to the room with the lone Deku Nut, this room is positively filled with spiked vines just laying in wait to gouge you at a moment's notice. The trick to getting through this room is to walk slowly to avoid the vines. Your goal is the Bomb Flower in the room's southeast corner.



Follow the vines as they pop up, and head through any openings they have yet to block off. To reach the room's southeast corner, take the first left available to you and follow the path. The vines will force you to make a U-turn in your attempts to turn left. Keep heading straight until you hit the room's wall, then turn right around the vines. The Bomb Flower is just up ahead.



Use the Bomb Flower to destroy the boards blocking both the southern and southwestern alcoves in the room. Head into the southern alcove to get the Forbidden Woods' Compass. Turn around and follow the vines back to the center of the room.



Facing the door, you'll find the opening to the vine path to the door's left. Head west down the path, past the tree's left side. Immediately take a right once past the tree and head toward the northern wall, making a U-turn at the wall. Follow the vine path as it zigzags to the southwestern alcove and open the treasure chest to receive a Small Key.



Hop in the Baba Bud in front of the alcove and launch to the elevated platform in the center of the room. There are three pots on top of the three platforms surrounding the center platform. Each one has a small item, but the northern platform has a Joy Pendant. Grab any of them if you want; just make sure to glide back to the door on the room's east side, using your Deku Leaf to leave the area with ease.



You'll encounter the same Morths you did when you went through this hall earlier, but this time the room's east side has many Green ChuChus. Deal with the Morths in the pinecones and then do your darnedest to avoid the Morths in the gap. Sort out the Green ChuChus as you see fit and then head through the eastern door.



Back in the room with the large flower hanging from the ceiling, head around the flower structure and head through the door on the room's north side.



In this room is another hanging platform controlled by pinwheels. There are a couple of Peahats in this room, and the hanging platform is suspended above water that you can safely fall into (but don't fall into the water just for convenience's sake). Use the pinwheel to the right of the door to call the platform. Hop onto it and use blasts of wind to propel yourself to the room's north side, then head through the door.

6. THROWN STRAIGHT UP, EVERYTHING'S A BOOMERANG



This room will take you to the dungeon's fourth floor, but first you need to sort out the Wingless Mothula and the Boko Babas. Defeat the Boko Baba in the room's northeast corner, and it'll leave behind a Baba Bud. Hop into the Baba Bud and launch to the platform on the room's north side. Head to the Baba Bud on the room's southeast side, and take it up to the next level of the room. You are now on the dungeon's fourth floor.

Enemy: Wingless Mothula

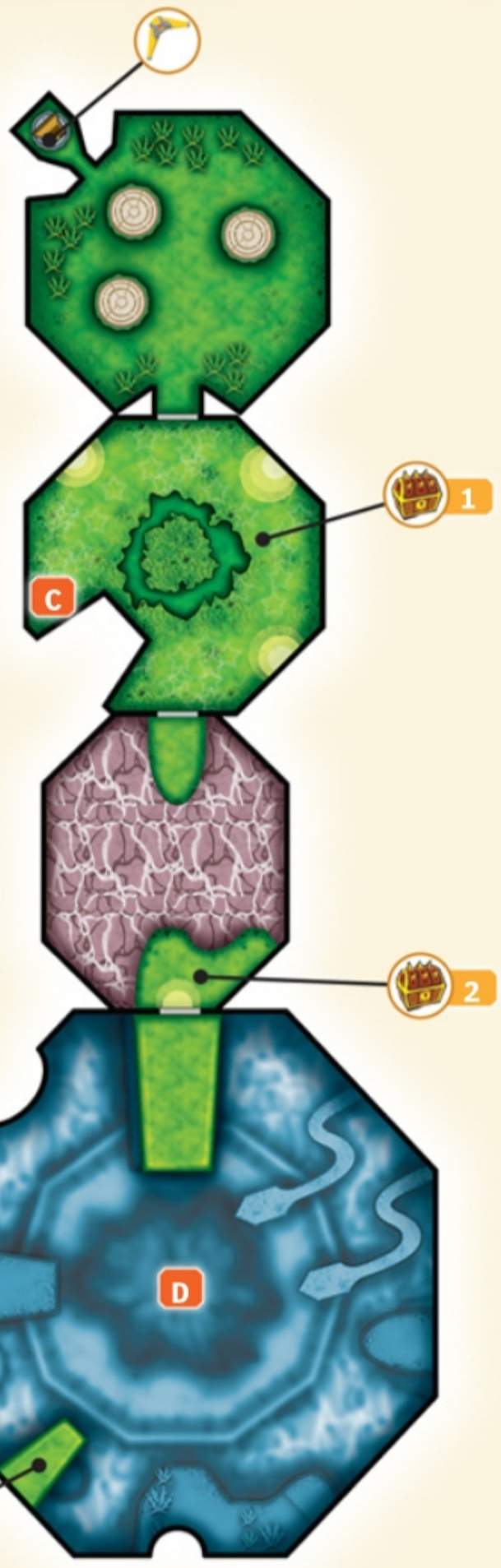


Wingless Mothulas are what you get when you cross a Magtail with a Morth. They are terribly difficult to deal with, due to their speed and their ability to shoot Morths out of their abdomen. This makes them hard to catch. However, it takes only a couple of hits with your sword to defeat them.

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FOURTH FLOOR

4th Floor



MAP LEGEND

- C – D To/From
- Boomerang
- Chest #1 (Joy Pendant)
- Chest #2 (Joy Pendant)
- Blue Warp Pot



There are three Peahats and two doors on this level of the room. Since the door on the room's south side is blocked by two one-eyed flowers, you'll have to head to the door on the room's north side. Deal with the Peahats in whatever manner you desire and head through the northern door.

TIP The Height of Joy



Before leaving the area, you can grab a Joy Pendant by grappling onto the post sticking out of the wall to the left of the north door. Climb up your rope, stand on top of the post, and then grapple the post directly above the platform ahead.



Use ZR to stop swinging and drop onto the platform below. Turn toward the center of the room. A snaking platform moves up and down. Jump onto it when it reaches your level and ride it up to a second platform.



Ride that next platform up and you'll have access to a platform on the room's east side. Cut down the trees ahead and open the chest to obtain the Joy Pendant. To get back down, you can just jump and use the Deku Leaf to land safely on the level below.

SOMETHING'S AMISS IN THE FOREST HAVEN



As soon as you walk through the last room's north door, it'll slam shut and lock behind you. To get the treasure chest in the room's northwestern corner and leave through the door you entered from, you'll have to dispatch a Winged Mothula.



Once you've defeated the Winged Mothula, the treasure chest in the northwest alcove will be available for plundering. Open the chest and you'll receive the Boomerang.

Enemy: Winged Mothula



Winged Mothulas are a good deal more aggressive than their wingless counterparts and can be difficult to hit. They fly around the room and will drop Morths out in bursts of four or five. They will use some sort of jet-propulsion system from their abdomen to fly straight at you and ram you. To bring them down, hit them with a blast of wind from your Deku Leaf. This will stop them in their tracks and they'll begin to slowly fall to the ground before recovering and flying around the room again. Every time you hit them with your sword, they lose a wing. Cut off all four wings and they'll behave exactly like a Wingless Mothula. You can also grab a Golden Feather from it if you use the Grappling Hook while it still has wings.



29 BOOMERANG

NOTE

Boomerangs: The How-to Guide

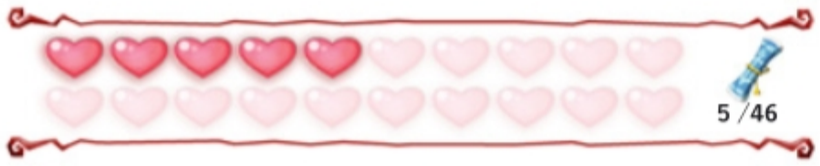


The Boomerang is relatively simple to use. Equip it and push the button you've assigned to it to bring it into a first-person-targeting view similar to using the Grappling Hook. But instead of targeting just one item, the Boomerang can target five total and will hit every targeted item or enemy.



While ZL-targeting an enemy, just hitting your Boomerang button will throw the item at the enemy in question, stunning them or defeating them in the process.

One final note: Boko Babas can be taken out with a single hit from the Boomerang, while Peahats and Winged Mothulas can have their flying capabilities destroyed with it.





To exit the room, you must hit the two crystals above the door by targeting them with the Boomerang. With both crystals hit, the door will unlock and you'll be free to exit the room.



Head to the room's south side and target both of the one-eyed flowers with the Boomerang, then let the Boomerang loose to take them out and open the door. Now head on through.

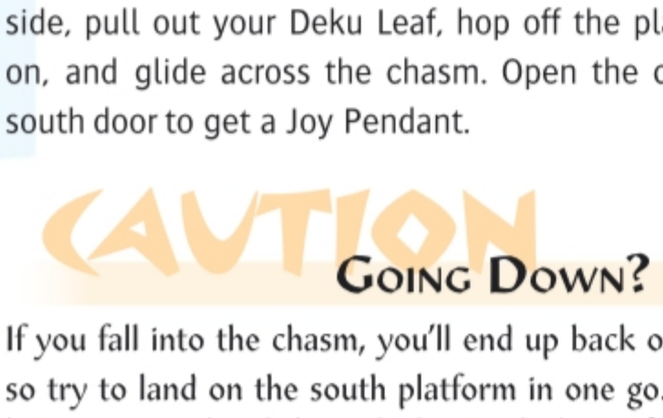


To cross the large chasm in this room to the south platform, you'll need to use your Boomerang to cut down the pinecone-like objects hanging from the ceiling. Once you've cleared a path straight to the room's south side, pull out your Deku Leaf, hop off the platform you're currently on, and glide across the chasm. Open the chest to the left of the south door to get a Joy Pendant.

CAUTION

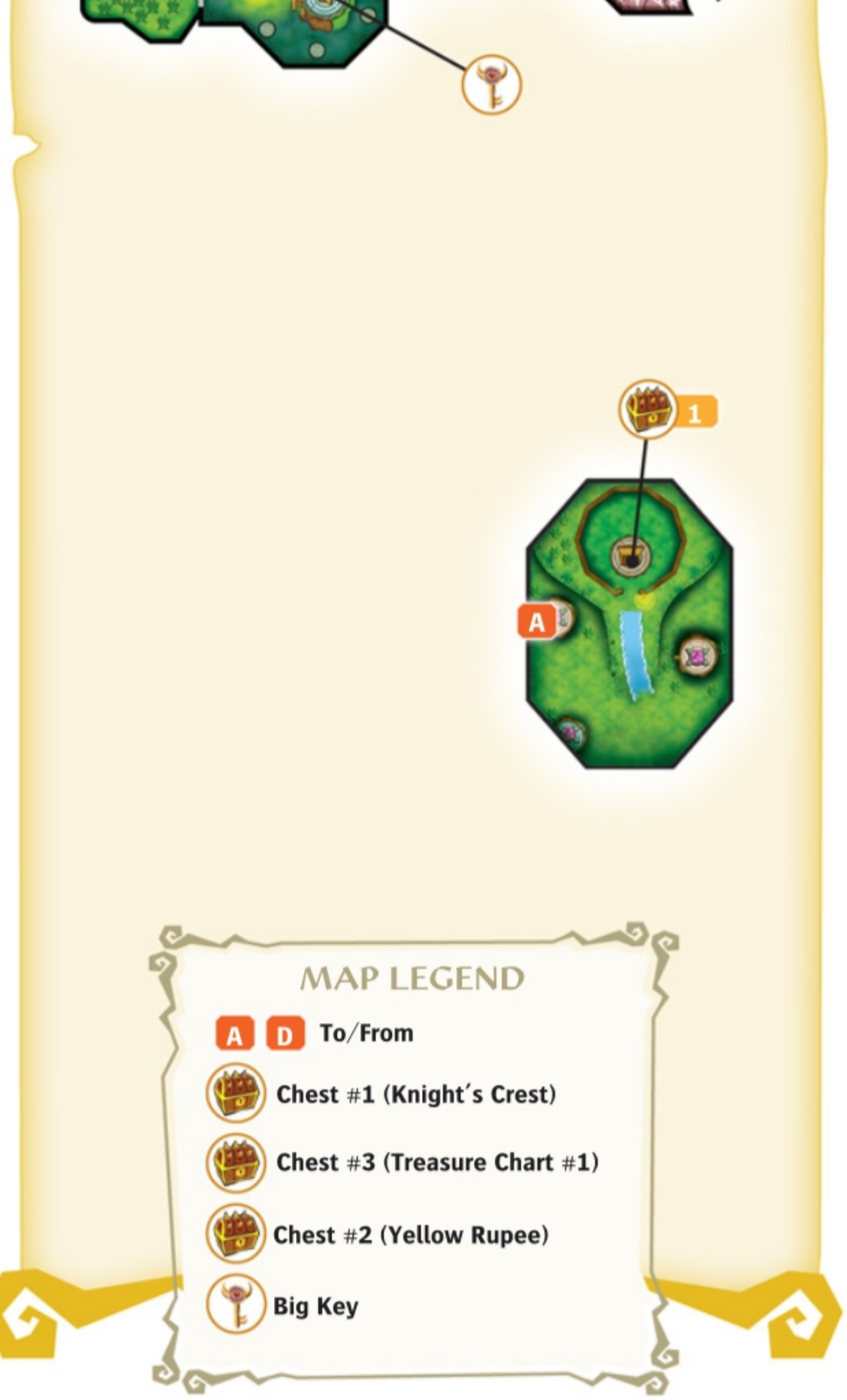
Going Down?

If you fall into the chasm, you'll end up back on the third floor, so try to land on the south platform in one go. If you do fall, however, just head through the south door of that room and you'll be back in the room with the hanging flower, which is where we're going.



After heading through the south door in the previous room, you'll end up in the large room with the large flower hanging from the ceiling. Use your Boomerang to cut the five blue vines attaching the flower to the ceiling. It drops through the floor below, giving you access to the basement floor. Jump down into the newly created hole and use your Deku Leaf to break your fall.

BASEMENT FLOOR



NOTE

Looking to Backtrack?



If you need to get back out of the basement floor at this time, you can use the pinwheel on the room's north side to start a wind vortex in the middle of the flower. Jump into the Baba Bud to the left of the western door and launch out toward the vortex, then pull out your Deku Leaf to have the vortex carry you back to the floors above.



Ahead of you are platforms covered in Morths and a Peahat flying around the room. Use your Boomerang to dispatch all enemies and then head to the room's north side. You'll have to deal with several Green ChuChus and a couple of Magic-sapping Dexivines. However, you could just run straight through the door ahead and ignore them altogether, but you will be missing out on Green Chu Jelly. The choice is yours.

Enemy: Dexivines



Dexivines are less an enemy and more of an obstacle. Like Morths, they grab on to you and slow your movement. Unlike Morths, however, Dexivines will slowly draw you toward themselves, draining your Magic Bar. A single sword slash of any type will dispatch them, but they'll just end up sprouting from the ground again moments later. To deal with these volatile vines, do whatever needs to be done in the area they are in and then move along without delay. In other words, cut and run.

7. FLOWER POWER



Ahead of you in the next room is another flower hanging from the ceiling. You can jump onto it and then onto the platform ahead to get a Yellow Rupee. When finished, use your Boomerang to cut down the flower from the ceiling, then jump down on top of it. When you land, make sure to immediately face west and hold your shield out; there's a River Octorok that won't give you time to find your footing once you land on the flower below.

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TIP

Looking for Another Treasure Chart?



Before doing anything else in this room, you can destroy the boards blocking the door to the north by picking up the Bomb Flower fruit on the platform across from it on the south. Pick up the fruit and immediately turn around, hop on the flower, and throw it at the boarded passageway to gain access to the door ahead. Head through the door.



Keep an eye out for the Peahats roaming around the room. Use your Deku Leaf to blow the leaf pile off the platform on your right, then jump onto it. Use your Boomerang to dispatch the Boko Baba on the platform ahead (don't forget to use your Grappling Hook to steal a Boko Baba Seed from it) and then jump onto its platform.



Jump onto the large platform in the middle of the room and run around the side to its northwest point. You'll see a platform covered in Morths. Clear the Morths with your Boomerang or the Deku Leaf and then hop onto it. Defeat the Boko Baba ahead and jump onto its platform. Hop into the Baba Bud it left behind and use the Deku Leaf to glide to the landing on the room's north side.



Once on the northern landing, use your Deku Leaf on the pinwheel slightly to the east to call the hanging platform in the middle of the room to your location. Hop onto the platform and use your Deku Leaf to propel yourself to the room's other side by blasting wind to the room's north side.



Your objective is to grab a Bomb and throw it into the hole on top of the platform in the center of the room. This will destroy a one-eyed flower that is keeping a treasure chest with the Treasure Chart locked. Now, jump into the hole to find the chest with Treasure Chart #1 in it.

30 TREASURE CHART #1



After defeating the River Octorok, use the Deku Leaf to propel yourself west through the hallway. As you reach the point where the hallway turns south, pull out your shield and get ready to deflect attacks from two River Octoroks that'll be blocking your path. After defeating the Octoroks, blow gusts of wind to the north to propel yourself to the room's south side.



Hop off the flower, avoid or defeat the Chu Chus, watch out for the Dexivines, then head through the door ahead.



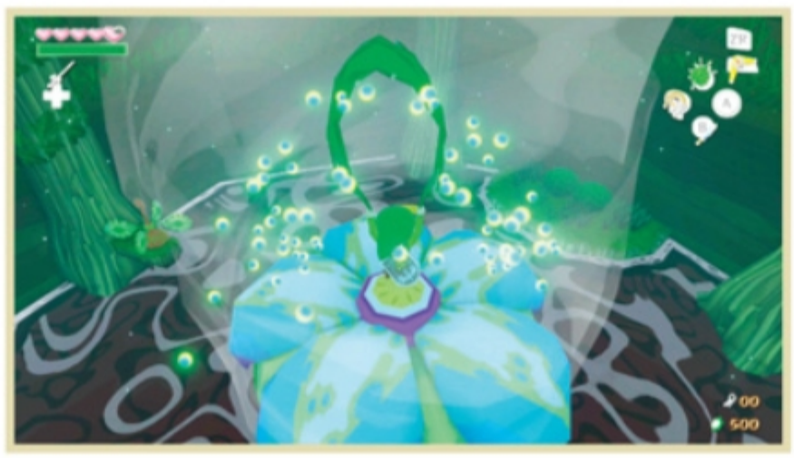
As soon as you enter the room, those venomous vines block the door behind you. To get out, you'll need to get to the chest in the center of the room. Head to the top of the large tree stump in the middle of the room then use your Boomerang to target the five crystals surrounding the stump and then let it fly. If your Boomerang hits all of the crystals in one throw, the gate at the base of the stump will open. Jump down, head into the stump, and open the chest inside to obtain the Big Key.



After you grab the Big Key, a couple of Moblins will be air-dropped into the room by Kargorocs. Yank the Skull Necklaces from around their necks with the Grappling Hook, then defeat them to unlock the door on the room's east side (above the tree stump). Directly above the eastern door is a post perfect for grappling. Swing to the door, then head on through.

8. LET'S FIND MAKAR!

You are now back in the forked room with the Peahat and the platforms covered in Morths. Hop down the ledge ahead and watch out for the Green ChuChus that pop up. Use your Boomerang or your Deku Leaf to clear the Morths off the platforms ahead, and then exit the room through the eastern door.



Activate the pinwheel on the room's north side by using the Deku Leaf to create a wind vortex on the flower in the room's middle. Hop into the Baba Bud to the right of the door you just came through. Glide into the vortex and float back up to the second floor.

SECOND FLOOR



Head to the door on the room's east side and use your Boomerang to destroy the one-eyed flowers blocking the door, then head on through.



Destroy the pinecones to find restorative items to prepare yourself for battle. Before heading through the boss's door, open the Yellow Warp Pot with your sword or by burning it with a lit Deku Stick, which can be found to the right of the boss's door.



The doors in this next room are blocked off by our favorite spiky vines. To get them to retract, you must defeat the two Wingless Mothulas roaming about. After defeating them, a treasure chest containing a Joy Pendant appears in the room's center. Grab it, then head through the door on the room's east side.

NOTE

SURPRISE!

The pinecone objects all have something different in them, from enemies to items. The one that matters the most is the pinecone directly to the left of the Yellow Warp Pot, which contains a Fairy. The rest of the pinecones contain small items, Morths, and Green ChuChus, so open them at your own discretion.

TIP

One Last Stop

Before you head through the door to face the dungeon's boss, you can pick up Treasure Chart #15 by jumping into the Yellow Warp Pot to the left of the boss's door.



The Yellow Warp Pot will take you back to the entrance of the Forbidden Woods on the first floor. Head through the northern door and climb up to the third floor by using the Baba Bud on the room's west side to glide to the bud higher up on the room's east side. From there, launch up to the room's southwest corner to reach the treasure chest holding Treasure Chart #15. Use your Boomerang to remove the one-eyed flower from the chest and claim the treasure as your own.

31 TREASURE CHART #15



To get back to the room just before the dungeon boss, glide down and enter the door on the room's south end. Head through the Green Warp Pot on your left. After popping out of the Blue Warp Pot, hop in again to get warped back to the Yellow Warp Pot and the room before the boss.



Save your game and head through the boss's door whenever you're ready.

Boss: Kalle Demos



We finally found Makar! Maybe we can get out of this one without actually having to fight a bo— Never mind. This giant Boko Baba is known as Kalle Demos, and despite its colorful, vibrant appearance, it is not a nice creature. It pulls itself up to the ceiling with several Dexivines that are growing out of it, and it uses its tentacle-like roots to attack Link.



Like Gohma, this is a stick-and-move type of fight. Don't stay in one place for too long or Demos will definitely swat you. Demos has two attacks: (1) It lifts its roots into the air and slaps them straight down, and (2) it puts all of its roots into the ground and shoots them straight up under your feet in an attempt to stab you.

Both of these moves are easily dodged if you keep moving; the roots that slap downward only slap the ground directly under them, so roll away when a root is above your head; the roots that dig under your feet will pop up from under the ground in two or three places, so keep moving and you'll be fine.





To uproot this weed, use your Boomerang to slice the Dexivines connecting Demos to the ceiling. Target as many Dexivines as you can and let the Boomerang fly. Do this until all the Dexivines are cut and Kalle Demos will fall to the ground, exposing the Boko Baba–like creature in the flower's center. Get in and swing three or four times, then race back out. If you're on top of Demos's flower for too long, it will close up with you in it, taking a bit of health in the process. If you see Demos's petals began to ruffle and shake, that means you need to stop your attack and get out ASAP.

Repeat this process three or four times and you'll cut down this square root.

If you're ever in need of hearts, cut the outlying grass and smash objects in the boss chamber to discover some.



SOMETHING'S AMISS IN THE FOREST HAVEN



Pick up the Heart Container that Demos leaves behind, then head through the portal in the center of the room to return to the Deku Tree.

FOREST HAVEN (F6)



The Deku Tree thanks you for rescuing Makar by handing you Farore's Pearl. With Makar out of Kalle Demos's flowery mandibles, the Koroks can continue with the ceremony.



32 FARORE'S PEARL



As Makar plays his leafy cello, seeds fall from the Deku Tree's branches. The Koroks collect the seeds and fly off to plant them across the islands of the Great Sea in order to spread the Deku Tree's great forest to places outside of the Haven.



Head back to Red whenever you're ready.

TIP

I Spy a Firefly



Before leaving the Forest Haven, you can use an Empty Bottle to pick up a Forest Firefly to take back to Lenzo on your next visit to Windfall Island. Forest Fireflies are the larger, color-changing orbs floating around the ground floor of the Forest Haven. Simply walk up to one and use your Empty Bottle on it like you would a Fairy.

Upon receiving the Firefly, Lenzo will hand Link a Joy Pendant, all the while stating that Deluxe Picto Boxes required Forest Fireflies back in the day. Weird...that sounds vaguely familiar....

Bring Out Your Inner Otaku

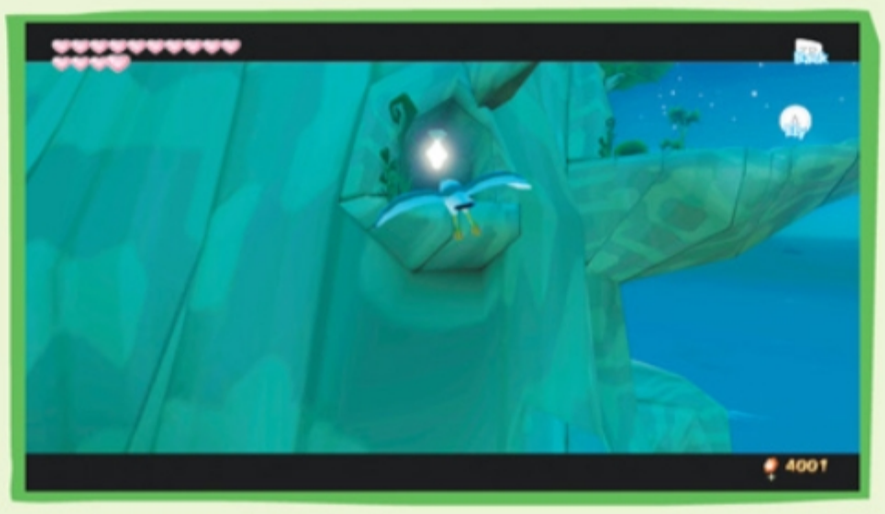
If you got the Deluxe Picto Box by completing the "Lenzo's Apprentice Shutter Bug" side quest while we were on Windfall Island, you can open a hatch just outside Forest Haven that leads into the Nintendo Gallery. The Nintendo Gallery is a place where people can bring photos of every person or creature living across the islands of the Great Sea to have them turned into sculptures; it's an absolute "must stop and visit" location for collectors.



To reach the Nintendo Gallery, make sure you have a Hyoi Pear in your Bait Bag (There is a Beedle's Shop Ship sailing around the base of the Forest Haven that sells Hyoi Pears if you need 'em), then take the Baba Buds to the second highest ledge on the inside of the Forest Haven. To accomplish that, take the Buds up to the leaf canopy where you originally grabbed the Deku Leaf, turn left then hop and glide to the Baba Bud ahead. From there, launch onto the ledge ahead with the Baba Bud at its edge and you'll be at the second highest platform of the Forest Haven.



Exit through the passage leading out of Forest Haven and head to the tip of the ledge ahead (cut the grass if you have less than a full Magic Bar). Set the wind to the northwest, then jump off the cliff, and glide to the island below.



Now turn around and face Forest Haven; a crystal is in a small alcove to the left of the cliff you just jumped from. Use a Hyoi Pear to control and navigate a seagull into that crystal.



Once you hit it, the hatch on the island will open, giving you access to the Nintendo Gallery. A ladder will also drop on the side of the island, which will allow you to get back up here with less effort. From here on, all you need to do is take pictures of each person, enemy, and creature you meet, then bring them back to the Gallery to have statues of them made—you can start with the owner of the Gallery, Carlov and his new biggest fan, Manny.

You can refer to the "Nintendo Gallery" section in the "Extras" chapter for details on where to find every creature and person in the game.

TIP

Making the Wright Bros. Proud



If you're up for a bit of gliding, you can climb to the highest point of Forest Haven using the Baba Buds to the left of the Deku Tree. Follow the Buds until you reach the leaf canopy where you first picked up the Deku Leaf. Jump and glide toward the Baba Bud on your left and launch up to the ledge on your right. Now launch up to the ledge ahead of you.



On the ledge is another Baba Bud. Hop into it, then launch toward the top of the Deku Tree in the middle of the room. Your goal is to land on the leaf canopy connected to the Deku Tree and then jump and glide to the ledge straight ahead of you on the room's other side.



Outside, cut down the grass to grab some Magic Vials and get your Magic Bar back to full. Head to the tip of the ledge and use the Wind Waker to set the wind southeast. Jump off the ledge and glide to the small island below to find a chest containing Treasure Chart #3. Jump off the island, heading north to return to dry land—Link should have just enough stamina to make it back to the King of Red Lions (hop onto Beedle's Shop Ship if it's sailing nearby).

THE SPIRIT OF WATER AND THE THIRD PEARL

According to Red, the third and final pearl is on an island in sector B4. With our luck, Ganon may already be on his way. We're so close to having all three pearls! Let's not delay lest we let Ganon's nefarious schemes carry on any further. Set the wind to the northwest and get going!

Conquering the Great Sea

At this point in the game, the world has opened up significantly. You now have access to a flurry of side quests for Treasure Charts, Pieces of Heart, and Rupees, but these side quests will take you a good deal out of the way of the main adventure. From this point on, whenever you see the "Conquering the Great Sea" sections, know they are not part of the main story line; you can skip these if you'd prefer to continue along with the story. However, if you want to see it all, then read on!



Boating Course (F7)

Urgency is definitely not something to be taken lightly with Ganon roaming around the Great Sea, but what good will it do you to race to your next destination unprepared? If you agree with that idea, head south to sector F7 to reach the Boating Course.

A Boating Course Is a Course, of Course



The Boating Course is a minigame that can net you a good deal of Rupees. The goal is to sail your boat along the course while picking the Rupees off of the barrels scattered from the course's start to its end. There are a total of 150 Rupees and you get to keep every one you collect. You start with four minutes on the clock to collect all 150 Rupees, so take your time, but if you fail to cross the finish line before time runs out, you can't keep any of the Rupees.



After completing the Boating Course minigame for the first time, the time you have to complete it will decrease by 10 seconds.

The Blue ChuChu and the Sub Chart

You can glide to the other side of the Boating Course's starting line to find a Blue ChuChu and the Submarine Chart, which shows you the sectors that each submarine is stationed in.



Hop onto the rock by the palm tree, on the same side of the starting line as Loot, the Boating Course's manager. Face the small island on the other side of the starting line, set the wind north, jump off the rock, and glide to the island using the Deku Leaf.



You'll find a hole in the ground, which is the entrance to a secret cave containing the Submarine Chart. Just behind that is a Blue ChuChu. Use your Boomerang to stun and defeat the Blue ChuChu and pick up the Blue Chu Jelly it leaves behind.

Enemy: Blue ChuChu



Blue ChuChus are almost identical to Red and Green ChuChus, but they are covered in electricity and they are very rare. There is only a finite number of Blue ChuChus living around the Great Sea, so defeat them when you see them so you can take their precious Blue Chu Jelly.

To defeat them, hit them with your Boomerang and they'll lose their electrifying defense for a moment. From there, just give them a slash or two with your sword and your job is complete.

NOTE

The Rarest Jelly

Blue Chu Jelly is incredibly rare and as such is not easy to find. As with all spoils, grab this when given the chance and hang on to it. After all, if Doc Bandham, Windfall's master potion maker, uses Chu Jelly to make his potions, I wonder what kind of concoction he could throw together with this most rare of jellies?



Hop into the hole in the ground to enter the Secret Cave. Lining each side of the wall is a small room containing three large, gargoyle-like structures with crystals in their mouths, and there is an endless supply of Miniblins. To get access to the treasure chest containing the Submarine Chart, you need to use your Boomerang to hit the three crystals in the gargoyles' mouths while avoiding the Miniblins.



Don't bother fighting the Miniblins; a replacement will enter the room for every Miniblin you defeat. Focus on the crystals and the Submarine Chart will be yours to control. Note: You don't need to hit all three crystals at the same time in order to get the treasure chest.

34 SUBMARINE CHART

Five-Star Isles (G7)

Me Heart Belongs to the Sea

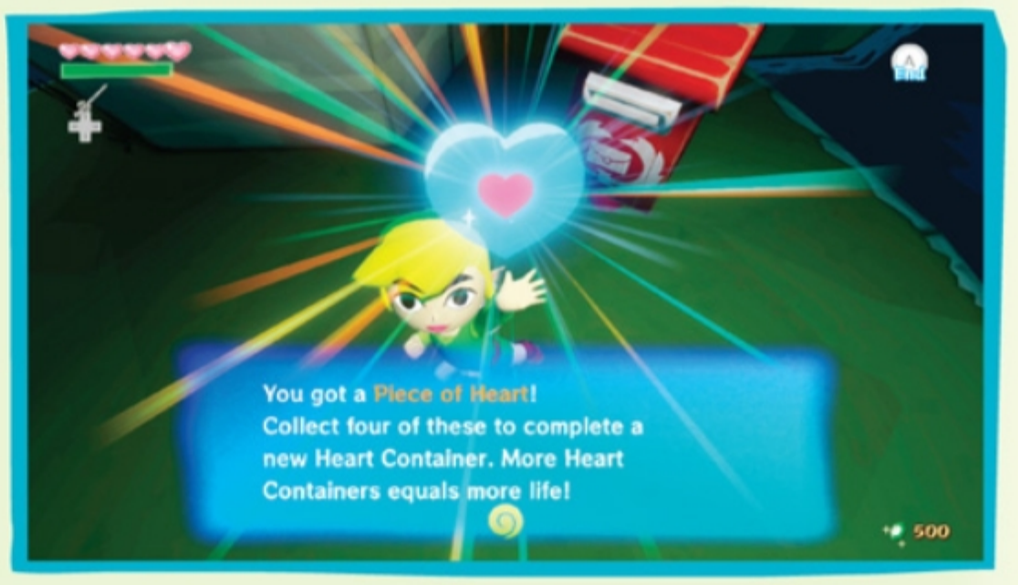


In the southeast area of the sector is a submarine containing Piece of Heart #6. Defeat the Bokoblins and Keese guarding the submarine's interior and a ladder will drop down on the room's far side. Climb the ladder to reach the room where Piece of Heart #6 is located.

35 PIECE OF HEART #6

NOTE

You've Got Mail!



Around this time, there should be a letter with Piece of Heart #7 in it, so keep an eye out for a mailbox to get your hands on it. This letter is sent by the Rito Chieftain as thanks for helping his son, Komali, back at Dragon Roost Island.

36 PIECE OF HEART #7

Angular Isles (E7)

What's Your Angle?



The larger of the two Angular Isles consists entirely of cubes. If you can reach the top, you can land yourself Piece of Heart #8 and also find another Blue ChuChu.



To reach the top, first climb onto the isle, then head to the side opposite of where you climbed up—there is only one way to climb up, so don't worry about going to the wrong side. Here you'll find a cube with a sigil on it. Pull that cube out as far as you can and then climb it.



Follow the path that you just climbed onto until you reach a cube with another sigil on it. Push the cube down, jump down, and pull it along the indented path it is sitting in. Climb it and you'll reach a ledge with two stacked sigil cubes. Pull out the bottom cube, climb it, and immediately climb the cube to your right.



To access the treasure chest containing Piece of Heart #8 (Which will complete another Heart Container for you), just defeat the Blue ChuChu that is hiding in front of it, take the Blue Chu Jelly it leaves behind, and claim the chest.

37 PIECE OF HEART #8

Sunken Treasure #15

If you grabbed Treasure Chart #15 while in the Forbidden Woods, you can open it to reveal the location of Piece of Heart #9. Just hit ✣ while in your boat to use the Grappling Hook to pull it up from the bottom of the sea.

38 PIECE OF HEART #9

Two-Eye Reef (D7)

Cash Grab



The Sea Platform in the south section of this sector has a chest containing a Purple Rupee that would be splendid in your wallet—much more so than those despicable Bokoblins in any case.

Big Octos, Little Trouble



Scattered along the Great Sea are six gigantic octopods called Big Octos. You can find one of these savage cephalopods on the western side of the sector. The telltale sign that a Big Octo is around is when you see a collection of seagulls flying in a circle over a specific spot—this marks the location of a Big Octo.

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Once you've entered the Big Octo's territory, it'll begin to suck you into a whirlpool of its creation. You'll inch closer and closer to the monstrous cephalopod, eventually drawing Link into its mouth and spitting him onto the edge of the sector.



Despite how large and frightening a Big Octo may look, it has a fatal weakness that can be easily exploited with the right tools: its eyes. Use any projectile to take out each of the Big Octo's eyes, but the Boomerang works best. Target as many eyes as you can with every throw and take out every eye to defeat the Big Octo.



Inside this Big Octo is a Great Fairy who, being incredibly grateful for being freed from the Big Octo's gooey innards, grants Link an upgrade to his Magic Bar. You now have twice the amount of magic at your disposal.

Nintendo Gallery Notice



Big Octos never return after they're defeated, so make sure to take a pictograph of one before you sink them all. It's the only way to unlock the Big Octo figurine!

Flight Control Platform (G2)

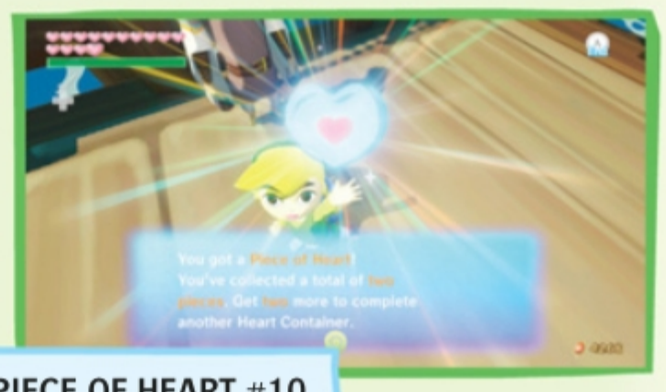
Link's Flugtag Fever



Another minigame you'll find while traversing the Great Sea is called the "Bird-Man Contest." It's a challenge for anyone with flight capabilities to see just how far they can soar before dropping into the drink. The contest costs 10 Rupees and, if you're up to the challenge, you can land yourself Piece of Heart #10 for beating the current flight record.



In order to win, you'll need to hit at least two of the vortices that cycle around the flight path. The catch is that you can't linger by turning into the vortices if they're not already in your path. You need to hit a vortex and continue on as straight as you can and attempt to hit another vortex or two while trying to keep as straight toward the finish line as possible.



It will take a few tries, but eventually you'll get it and Piece of Heart #10.

39 PIECE OF HEART #10

Seven-Star Isle (F1)

Not Big Enough



Near the southeast corner of the sector is another Big Octo. You know what to do this time, so take him out and earn yourself Piece of Heart #11. (Salvage it from the ring of light that the Big Octo leaves behind.)

40 PIECE OF HEART #11

Conquering the Great Sea, continued

Crescent Moon Island (E1)

Sunken Treasure #11

If you grabbed Treasure Chart #11 in Dragon Roost Cavern, you can open it to reveal the location of Piece of Heart #12.



41 PIECE OF HEART #12

The Great Blue ChuChu Adventure



At the center of the island on its highest point is a treasure chest containing Treasure Chart #10. As a bonus, guarding the treasure chest are two Blue ChuChus that are just waiting for a good ol'-fashioned Boomeranging. Defeat them both, take the Blue Chu Jelly they leave behind, open the chest, and reap the benefits of your expedition.

42 TREASURE CHART #10

No Such Thing as too Many Charts



North of the island is a submarine carrying Treasure Chart #9. Old Man Ho Ho on the northern tip of the island points the way with his telescope. After you enter the submarine, you see a lone Miniblin roaming around the sub floor. Defeat it and one of four skull torches will light. A large wave of Miniblins will storm in and attack. Fight them off and the second torch will light. This process continues until all four torches are lit, at which point a ladder leading up to the treasure chest containing Treasure Chart #9 will fall down on the room's far side.

43 TREASURE CHART #9

Windfall Island (D2)

Your second trip to Windfall Island is just as loaded with things to do as your first visit. Follow the instruction below to barrel through them effciently; those prizes aren't going to collect themselves, you know.

Tott and the Magic Dance



Up on Windfall Island's highest natural point is a man imbued with the spirit of dancing. Speak to him and learn that he dances all day and in front of the tombstone-shaped monument on top of the point, trying desperately to learn the secret behind a magic dance he once saw performed that changed day to night.

Pull out your Wind Waker and wait for a moment. Tott will recognize the conductor's baton and ask Link to lead him in the dance, instructing him on how to perform it.

What Tott is teaching you is the "Song of Passing," a magical melody that passes time from night to day and from day to night whenever played. The song is played at 3/4 time and the notes are ®▶, ◀®, ®.

Doc Bandham's Discount Potions



By this time you've probably accrued a pretty decent Chu Jelly collection. If you take some of the hard-earned jelly to Doc Bandham's potion shop, which is the first building on the right after running under Windfall Island's large archway, you can trade 15 of either Green or Blue Chu Jelly to have Doc Bandham make you a new potion. Or you can trade 5 Chu Jelly to get a potion that Doc Bandham has already created (Green Chu Jelly for a Green Potion, Red Chu Jelly for a Red Potion, etc.). Keep in mind that each potion you get from Doc Bandham requires an Empty Bottle.

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The Auction House



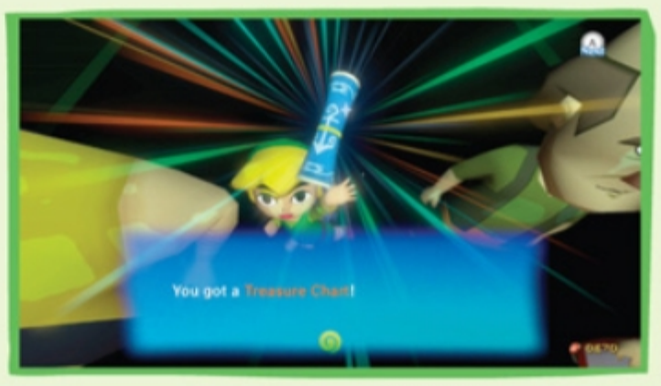


Zunari's fortunes have really turned around since the last time you were here. While his stall is lacking in items for purchase, he is currently the head auctioneer at Windfall Island's Auction House. If you've got a decent pile of Rupees, you can check out what he's auctioning off every night and perhaps pick a few prizes, specifically the incredible Swift Sail.



To bid during an auction, hit Ⓐ until the meter on the bottom of the screen fills up. When that happens, you can see how much time is remaining and make your bid accordingly. To win any item, you just need to be the highest bidder when time runs out, so you can wait until the last second and place your bid to win, but we don't recommend that.

Instead, bid often but try and bet about 20 percent of the current bid and you'll stun all of your opponents for 10 seconds, which will stop them from bidding until the 10 seconds is up. This is an effective method for preventing the rest of the patrons from continuing to raise the total bid; use this method to get items at a lower price.



The Auction House offers Piece of Heart #13, the Swift Sail, Treasure Chart #18, Treasure Chart #38, And a Joy Pendant. If the Auction House doesn't offer what you're looking for, press Ⓑ to back out of the auction and then exit the Auction House before reentering in order for a new item to be put up.


44 SWIFT SAIL


45 PIECE OF HEART #13


46 TREASURE CHART #18


47 TREASURE CHART #38

NOTE

The Swift Sail

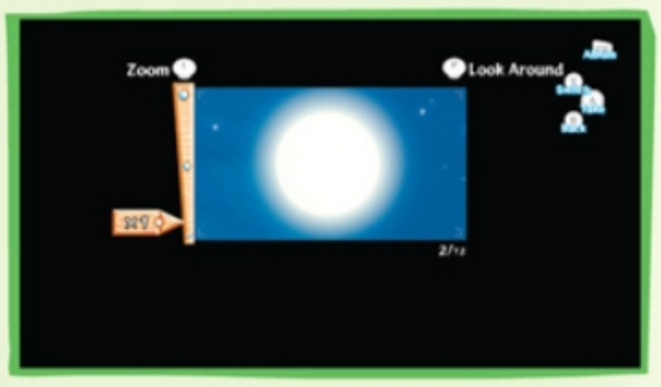
The Swift Sail is something every adventurer should have. It's a sail that will double your boat's speed and change the direction of the wind automatically so that it is always at your back. You can activate the Swift Sail by hitting Ⓐ twice while at sea.

I Wish I Was the Moon

A young man by the name of Kamo sits on the stairs leading up to Zunari's shop stall, plagued with the desire to see an object perfectly round and pale. His impulsive desire to see this unidentified object consumes him with such intensity that it denies him the ability to sleep.



The object of his indirect affection is actually a full moon. In order to quell Kamo's endless pursuit of that great circular, pale object, you need to snap a picto of the full moon with your Deluxe Picto Box and show it to him. Use the "Song of Passing" to change the day to night and look to see what phase the moon is in. If it's not full, use the "Song of Passing" until it is night again and check the moon.



Conquering the Great Sea, continued



After taking the picto, show it to Kamo. He will give you Treasure Chart #31.

48 TREASURE CHART #31

Vanity's Rewards



A woman renowned for her beauty stands in front of Doc Bandham's potion shop. The woman, Minenco, has no shame in admitting that she is the most beautiful woman on the island and loves hearing the others say the same of her. If you take a picto of her with your Deluxe Picto Box and show it to her, she'll be so pleased with unfading beauty that she'll give you Treasure Chart #33 in a fit of joy.

49 TREASURE CHART #33

Lenzo's Secret

Lenzo's Attic is holding more than skeletons. In fact, you can get a Purple Rupee and Treasure Chart #29, but getting there is tricky.



Climb up the wooden stairs that Linda is standing by (the stairs to the left of the Squid-Hunt minigame shop) and then jump on the railing facing Lenzo's shop. You can see the door to the second floor of his shop from this vantage point. Set the wind blowing toward his shop, then jump and glide using the Deku Leaf.



Once inside, you'll find two treasure chests, one containing the Purple Rupee and the other containing Treasure Chart #29. In between the two chests is a small hole that you can crawl through to drop back to the shop's first floor.

50 TREASURE CHART #29



Before you race out of the building, slowly walk into the main room of the first floor and get your Deluxe Picto Box out. Lenzo will be talking with Minenco, the island's most beautiful woman. If you take a picto of them talking, you can show it to the town gossips, Pompie and Vera, who are down by the stairs leading up to Zunari's stall.

Putting the Rumors to Rest

Near the stairs leading up to Zunari's stall are the island gossips: Pompie and Vera. They talk about anything that seems even slightly scandalous, but their current rumor of choice is about Lenzo and his secret lover. According to the gossips, a mysterious woman has been meeting up with Lenzo in a rather conspicuous manner.



Since we know exactly what's going on here and have proof of it, you can show the gossips the picto of Lenzo and Minenco together to put their rumormongering to bed once and for all. To thank you for clearing up the rumor and putting an end to their gossipy ways, Pompie and Vera will give you Treasure Chart #24.

51 TREASURE CHART #24

Conquering the Great Sea, continued

Zunari's Business Boom



Buying Zunari's one and only Ship Sail certainly seemed to help him out, but it looks like he could use our help one more time. Since Zunari has been busy tending his stall and running the auction, he hasn't had time to build up the number of items he has for trade. That's where you come in. Talk to Zunari on the left side of his stall (not the smaller counter on the right, because that's where he sells merchandise), and he will tell you about the merchant's oath, the promise between all merchants to share their wares after a single trade has been performed with another merchant. In other words, if you take an item of Zunari's and trade it with a Traveling Merchant out in the Great Sea, Zunari's shop will receive any items that the merchant trades to you.



Zunari will start by giving you a Town Flower. You can take this item to Mother & Child Isles (B2) now, or you can wait; we'll be stopping by there soon enough. Whatever you choose, make sure to come back to Zunari and speak with him afterward. There are a total of three Traveling Merchants in the Great Sea, and only the one on any of them will trade with you for your first time.

NOTE

Being Proactive

While the rest of the side quests on Windfall Island are completely optional, delivering 20 more Joy Pendants is something you will eventually have to do. So if you're low on pendants at this time, grab them off of Bokoblins by hitting them with your Grappling Hook. Gather the pendants you need and bring them back to Mrs. Marie.

Joy in Abundance

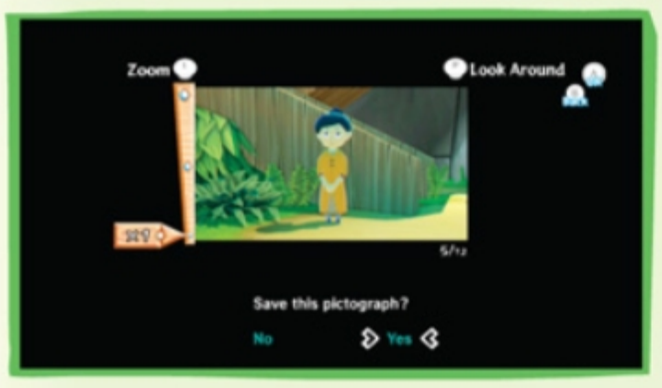
Remember the last time we saw Mrs. Marie? We gave her a Joy Pendant at the request of the Killer Bees, and she loved it so much, she asked for 20 more. Well, if you've been yanking Joy Pendants off of Bokoblins this whole time, it's likely that you have 20 or more of them in your Spoils Bag. If that's the case, hand them over to Mrs. Marie and she'll be so joyous that she will offer you the deed to her private cabana in E5. Now, that's a prize!



52 CABANA DEED

If you bring Mrs. Marie 20 more Joy Pendants for a total of 41, she'll offer you one more prize, so don't stop collecting those pendants just yet!

Playing Cupid



The couple you took a picto of for Lenzo the last time you were on the island needs your help. It seems that enough is enough, at least for Linda. If you talk to her up by the Squid-Hunt minigame shop, she'll request that you take a picto of her and show it to Anton, the object of her affection.



Do just that and Anton will realize that he's not willing to let another day go by without asking Linda out on a date. Talk to Linda again and she'll tell you that Anton did indeed ask her on a date.



Use the "Song of Passing" twice to move on to the next day, then head to the cafe, which is up the stairs attached to Zunari's stall. The couple will be so pleased with how the date is going that they'll thank Link by giving him Piece of Heart #14.

53 PIECE OF HEART #14

Conquering the Great Sea, continued

Piggy-Sitting



In front of the bomb shop is a rather large sailor named Dampa. If you give Dampa three Skull Necklaces, he'll offer to let you play the "Piggy-Sitting" minigame. He'll ask you to locate a specific pig for him within two minutes and two tries. The piggies' locations are:



Near Potova and Joanna by the wall behind you.



Further down the beach on your left (Near the alcove where you first met the King of Red Lions).



Up in front of the jail door.



Pick up the specific pig that Dampa is looking for, bring it back to him, and press ZR to put it down. If you can find the right pig within two minutes and two guesses, he'll reward you with Treasure Chart #42. What a guy!



54 TREASURE CHART #42

NOTE

The Bomb Shop

If you take a minute to stop off at the bomb shop, you'll meet Cannon, who is selling bombs at insane prices! I wonder if he's ever made a single sale?

Northern Fairy Island (C1)

The Rupee Fairy



On the island are conch-shaped buildings. These are home to Great Fairies that will assist Link by giving him the ability to hold more Rupees or items (similar to the Great Fairy you rescued from the Big Octo).



The Great Fairy inside this conch will grant you a larger Rupee Wallet, which now holds 1,000 Rupees, instead of the default 500. Not a bad deal!

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Conquering the Great Sea, continued

Here's Looking at Chu, Kid



To the right of the Great Fairy's door is another Blue ChuChu. Hit it with your Boomerang and nab that jelly!

Sunken Treasure #24



If you picked up Treasure Chart #24 from Pompie and Vera on Windfall Island, you can open it to reveal the location of a Silver Rupee.

Down Periscope

To the west of Northern Fairy Island is a submarine containing Treasure Chart #22 (Old Man Ho Ho on the island will point the way).



Inside the submarine are five Moblins patrolling the area and several torches hanging from the ceiling. You can avoid the Moblins entirely and use the torches to swing to the submarine's other side to reach the room with Treasure Chart #22. After grabbing the Chart, you can use the torches to swing back.



55 TREASURE CHART #22



We suggest you try to at least steal each Moblin's Skull Necklace to add to your Spoils Bag; having a nice collection of these is good if you're feeling ready to challenge the Moblins.

Spectacle Isle (C2)

I See Chu



On Spectacle Isle, underneath the bridge leading up to the "Cannon" minigame, is a Blue ChuChu. Go get it!

Like Shooting Barrels in a...Wait...



Spectacle Isle is home to the "Cannon" minigame—a test of accuracy and guts. The minigame costs 50 Rupees and has you trying to shoot five barrels with 10 cannonballs. Use the gauge in the screen's bottom-right corner to get a feel for how far your shot is going to fly. Higher numbers mean higher shots and lower numbers mean lower shots.

Conquering the Great Sea, continued

Start with the farthest barrel and work your way to the closer ones. This will keep you from having to adjust your aim up and down in an attempt to alternate between closer and farther barrels. You will have to practice. As you play, you'll learn to accurately gauge your shots, so don't lose hope if you don't win on your first try.



Your first win will land you Piece of Heart #15. Your second win will net you Treasure Chart #17. Subsequent wins will get you an Orange Rupee.



56 PIECE OF HEART #15

57 TREASURE CHART #17

Sunken Treasure #22



If you grabbed Treasure Chart #22 from the submarine in C1, open it to reveal the location of a Silver Rupee in this sector.

Tingle Island (C3)

NOTE

Tingle's Pet Chu



On Tingle Island, near the small, wooden sign is another Blue ChuChu. Defeat it and add that Chu Jelly to your collection.

Defeating this Big Octo will land you Piece of Heart #16. Salvage it from the ring of light the Big Octo leaves behind.



58 PIECE OF HEART #16

The Bigger They Are



Just north of Tingle Island is another Big Octo. You can use Old Man Ho Ho on Tingle Island to help point you in the proper direction. Keep an eye out (pun intended) for the gathering of seagulls that mark the Big Octo's location.

Sunken Treasure #10



If you grabbed Treasure Chart #10 from Crescent Moon Island (E1), open it to reveal the location of a Silver Rupee.

A Brief Pause

If you've been following all of the side quests up to this point, you'll find yourself right next to the destination Red marked on the map. We've prepared enough for the time being, so let's go see if we can get that third pearl.

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GREATFISH ISLE (B4)



Something seems very wrong here. A dark cloud hovers over the isle the same way it did on Dragon Roost...It seems that Ganon got here long before we left the Forest Haven.

Oh...no...



The entire island has been destroyed...We fear the spirit of the waters is...



Thankfully Quill is here to fill us in on what happened to the island and the water spirit Jabun. Luckily, sensing something wasn't right, Jabun fled to Outset Island for safety. There may still be hope for collecting the pearls and stopping Ganon! Unfortunately, we can't just go straight to Outset Island to see Jabun. Apparently there is a large stone slab blocking the cave that Jabun is currently hiding in; even Tetra and her pirate crew couldn't get past it. As Quill tells it, the pirates headed to Windfall Island with some idea of how to deal with the slab. Let's head over there and look at what they have planned.

TIP

Greatfish Isle's Broken Heart



Just southeast of Greatfish Isle's beach is a corkscrew spire. Climb to its top and set the wind blowing northeast. Use your Deku Leaf to glide onto the small ledge in between the beach and the large landmass on the right (the ledge is connected to the landmass). The ledge leads into a small alcove with a chest containing Piece of Heart #17.

59 PIECE OF HEART #17

WINDFALL ISLAND (D2)



It looks like Quill's information was correct: The pirates are definitely here. Word is that the pirates are up in the bomb shop—maybe that's how they plan on dealing with the slab? We should probably take a look, but it'd be wise to avoid any attention until we know what's going on and where the pirates stand in this mess that Ganon's made.

NOTE

Strictly Business

Unfortunately, this visit to Windfall Island is a little less full of things to do this time. You can't do any of the side quests that you might've missed on your last two visits during this time.



Head to the bomb shop and sidle along its left side just like you did when playing hide-and-seek with the Killer Bees. Climb up the vines on the back of the building and crawl through the hole at the base of the bomb shop's small spire.

CAUTION

Pay Attention!

It is important for you to pay attention to this cutscene. The pirates will say the password to their ship. You need to know this if you're going to continue on your journey. Unfortunately, the password changes with every playthrough, so we can't just tell you what it is. If you forget the password, speak to the King of Red Lions to get a reminder.



Inside the bomb shop, a strange and likely illegal scene is happening. The pirates, sick of Cannon's sky-high prices, have tied him up and taken all of his bombs for themselves. Tetra wants to take their explosive haul and head back to Outset Island immediately, but the pirates are missing land something fierce. Tetra, after peering in Link's direction, spontaneously changes her mind and decides the pirates could use a break.

This is our chance! While the pirates enjoy Windfall Island's sights and sounds, we can sneak onto their boat and grab the bombs!



Head up to the peak of Windfall Island (where Tott is dancing) and jump down into the pirates' boat. Head to the door on your right and offer the password you heard Gonzo tell Mako in the bomb shop. You'll be given admittance to the ship's interior.



Head downstairs and you'll find Niko, who is more than a little overjoyed to see Link return, putting him one step higher than the lowest pirate once again!

NOTE

Just a Peek

Now that no one is around to guard Tetra's door, maybe we should take a peek? We know we probably shouldn't, but the curiosity is killing us!

Weird...what's with these pictures on her walls? She sure does have a strange fascination with triangles, huh?



SWINGING SHENANIGANS 2: PLATFORMS' REVENGE



Niko has you perform a second rope-swinging minigame, this time without the platforms to jump from. Also, you now have to make it to the other side before time runs out, or a gate will slam shut, locking you out of the room on the area's other side.



Despite the lack of floors, the timer, and the fact that the ropes now slide back and forth as the boat rocks, you play this minigame the same as the last time. Hop on each rope, adjust your position on the rope and swing to the room's other side before time runs out. It'll likely take you a few tries, but if you keep swinging to the nearest rope, you'll reach the room's other side in no time.

Just note that jumping on a rope after it has slid toward you will make it very difficult to finish the minigame. Wait until it's about halfway between its closest and farthest points from you jump on it.

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After you make it to the other side, Niko decides to throw caution to the wind and hands Link some of the bombs the pirates nabbed. Perfect! We can now deal with whatever that stone slab is on Outset Island. And since there isn't much for us to do on Windfall Island at this point, let's delay no further!



60 BEEDLE'S CHART

61 BOMBS

TIP

Mail Time!

On your way off the island, check the mailbox in front of Windfall Island's gate to find a letter or two. Beedle will have likely mailed Beedle's Chart to you by now, which shows you the locations of every Shop Ship on the Great Sea. You should also receive a letter around this time from Orca, which states that he is looking for Knight's Crests—we knew they'd come in handy!

Conquering the Great Sea

You can make a quick detour to Stone Watcher Island for a Blue ChuChu and Piece of Heart #18.

Stone Watcher Island (C5)

Blue ChuChu for You

On the island, just behind the giant stone head, is a Blue ChuChu. Take it out and take its jelly.



NOTE

Curiosity's Rewards

Sea Platforms often have treasure chests that contain smaller items like red and Purple Rupees, Golden Feathers, and Skull Necklaces. We won't point out Sea Platforms unless they have larger treasures like Pieces of Heart, so make sure to stop at every Sea Platform if you want a bit of extra treasure. You can also check the "Islands of the Great Sea" section in the back of this guide to find out what items each Sea Platform has.

Under Fire!



The Sea Platform to the west of Stone Watcher Island actually holds a very special reward: a Piece of Heart. Trouble is, you need to destroy all of the cannons surrounding the base of the platform's hut in order to make the Piece of Heart appear. This shouldn't be a problem with your trusty Cannon, so take them out and collect Piece of Heart #18!

62 PIECE OF HEART #18

NOTE

Surviving the Great Sea

During your travels across the Great Sea, you'll encounter more than a few creatures and creations that don't like Link and his adventurous ways. Avoid most seafaring creatures whenever possible, but when you do have to face one, use your Cannon and Boomerang to sort them out.



Use the Cannon by pressing ✣ while on your boat. When the Cannon comes out, a shot path will appear, indicating where your Bombs are going to land when fired.



If you run out of Bombs for your Cannon, you can use the Boomerang to mop up enemies in much the same manner—it even works on the cannons mounted to the Sea Platforms.

Again, most enemies can be avoided altogether, but if you've gotta defeat them, you'll know exactly what tools will work to get the job done.

OUTSET ISLAND (B7)



Even Outset Island is not safe from Ganon's evil magic, as evidenced by the sudden appearance of storm clouds and the ChuChus and Miniblins roaming the once-peaceful island.

Our job is to find Jabun, but we can't help but worry about Link's family and friends on his home island. Let's take a look around and make sure everyone is okay before continuing on.

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GRANDMA'S BEEN WORRIED SICK

How about we check in on grandma? She must be lonely without Link or Aryll around to keep her company.



Oh no! She seems to be in a terrible state! If you have a Fairy in one of your Empty Bottles, it will certainly restore her health in much the same fashion as Link's. Stand near Link's grandma and use the Red Potion or Fairy to treat her. When she comes to, she'll offer Link her signature soup, which restores his health and magic back to full and allows him to do double damage until he is hit once. On top of that, an Empty Bottle can hold two servings! Anytime you run out of this miracle meal, you can come back and see grandma to get another two servings. If you don't have a Fairy or a Red Potion, you can skip to the "Endless Wealth" section below to obtain Fairies from the Great Fairy fountain.



We bet no one stays sick for long when living near Link's grandma.

Endless Wealth

Do you remember that rock in the Forest of Fairies WAAAAAAYYY back at the beginning of the game? You know, back when we were trying to rescue Tetra? Well it turns out that rock is covering the entrance to a Great Fairy fountain.

To get there, head to the other side of the island and head up the slope just past the watchtower (that reminds us of Aryll...we hope she's all right). It turns out that more damage has been done to the island than we thought; the bridge here is completely out!





Hop onto the large rock behind you, set the wind west, and use your Deku Leaf to glide to the other side of the bridge. Go through the passage to enter the Forest of Fairies. Head straight, over the ledges, into the nook with the log and the Wingless Mothula, then climb the stump and jump up the ledge.

Endless Wealth, continued



To your right is the boulder we were telling you about. Pull out your bombs and plant one right next to it. After you destroy the boulder, you can hop down the hole underneath it to find the Great Fairy fountain. To thank you for unblocking the fountain's entrance, the Great Fairy will increase Link's Wallet to hold 5,000 Rupees!



On your way out of the Forest of Fairies, you can climb the log leaning against the ledge ahead of you to find a couple of Moblins roaming around. It's never a bad idea to stock up on Skull Necklaces, is it?

Once an Apprentice, Now a Master

If you're up to the challenge, you can stop by Orca's to have him test your abilities. You've learned a lot since the last time you were on Outset Island, so show him what you're made of!



The rules of the "Sword Training" minigame are simple: Hit Orca a set number of times without getting hit by him more than twice. This is a very difficult challenge that will test your reflexes as well as your stamina, but don't worry! If you follow what we say, you'll be able to best him in no time.

Orca will ask that you hit him a specific number of times for a prize. Ignore that and try your best to hit him 1,000 times on your first attempt. This will save you the effort of having to do double the hits on Orca while still landing you all the prizes listed below.



The key to besting Orca is to ZL-Target him and hit B while trying not to move L unless you absolutely have to. Parry attacks count as two hits, but DO NOT USE THEM. The more hits you get on Orca, the faster he strikes. Using parry attacks will leave you completely open while he strikes, and they don't always dodge Orca's attacks. You can almost always get away with three to four strikes before Orca attacks, so get those attacks in before Orca swings at you, then put up your shield until Orca counterattacks. Rinse. Repeat.

The Rewards for each rank are as follows:

- √ 100 Hits = Knight Ranking + Purple Rupee
- √ 300 Hits = Swordsman Rank + Orange Rupee
- √ 500 Hits = Piece of Heart #19
- √ 1,000 Hits = Master Rank + Silver Rupee

63 PIECE OF HEART #19

TIP

Don't Forget to Feed the Birds

Before leaving, jump onboard Beedle's Shop Ship and grab at least two Hyoi Pears. I have a feeling we're going to need them in the near future.

THE THIRD PEARL



After you finish your business on Outset, hop back onto Red and then return to the island. You'll find a whirlpool in front of a strange-looking slab of rock that is embedded in the wall of the island. Immediately pull out your Cannon and target the top of the slab, only firing when your targeting reticle is on top of the slab. Work your way down and destroy each piece of the slab, starting from the top.

CAUTION

Don't Delay!

If you take too long or if you run out of bombs, you'll get sucked into the center of the whirlpool, which will result in you being thrown out in front of Outset Island, bombless and soaked. Restock your bomb supply in Beedle's Shop Ship and then try again.



After destroying the slab, Red takes control and pilots Link into the cave that the slab was blocking. Inside is Jabun, a giant angler fish and the water spirit. He, too, speaks the same unintelligible language that Valoo and the Deku Tree spoke, but it seems that Red understands this language. Red is either an excellent negotiator or he and Jabun go way back, because after a few short moments, Jabun offers Link the third and final pearl.

64 NAYRU'S PEARL

PLACING THE PEARLS



Red has marked our map to show us where we need to place the three pearls. The points are for D3, D5, and F4. We've wrapped up our business on Outset Island, so let's get going and place those pearls!

Conquering the Great Sea

Headstone Island (C7)

Link, Friend of Nature

Piece of Heart #20 is located on Headstone Island. You'll need a Hyoi Pear to accomplish the task of obtaining the Piece of Heart, but barring that, it's a pretty simple task.



Use the Hyoi Pear to take control of a seagull and then fly it to the highest point on the island. Pilot the seagull into the Piece of Heart and then hit ZR to release control of the seagull, which places Piece of Heart #20 in your possession; you're halfway to another Heart Container.

65 PIECE OF HEART #20

Treasure Chart Ho!



North of Headstone Island is a submarine (Old Man Ho Ho points the way with his telescope, same as he always does; he's so helpful). Aboard the submarine this time is a large collection of Bomb Flowers and a near-endless supply of Bombchus. Don't stop moving for anything, and use your Boomerang to take out the Bombchus one by one by ZL-Targeting them.

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Enemy: Bombchu



Bombchus are basically Rats that carry bombs. They come out of their hole, throw a bomb, and then retreat back into to it to grab another bomb. A single hit with just about anything will take them out, but their quickness and love of bombs makes them dangerous foes to underestimate.



After clearing the room of those perilous pests, a ladder leading up to Treasure Chart #14 will drop. Climb it and claim your hard-earned prize.

66 TREASURE CHART #14

Horseshoe Island (A7)

Sunken Treasure #9

If you acquired Treasure Chart #9 from the submarine near Crescent Moon Island (E1), you can open it to reveal the location of a Silver Rupee in this sector.



Fore!

Horseshoe Island is a bit trickier than other islands on the Great Sea. On the island are three holes, a handful of Deku Nuts, and some of those obnoxious spiked vines that pop out of the ground without warning. If you haven't guessed from this section's title, you'll have to play a bit of golf in order to get the treasures that this island holds.



Climb up the only ledge you have access to, and grab one of the Deku Nuts. Slowly make your way to the flag until the spiked vines pop out of the ground. Line yourself up with the flag and throw the Deku Nut into it. If you miss, you can use the Deku Leaf to try and blow it in the hole, but your best bet is to just grab another Deku Nut and try again.



The same rules apply for the second hole, but this time the Deku Leaf will probably come in handy if the Deku Nut doesn't make it into the hole with your first toss. There is also a Blue ChuChu near the second hole, so don't forget to nab that.



For the third hole, head back to the Deku Nuts that you used for the second hole, instead of trying to blow the third hole's Deku Nuts with the Deku Leaf. After getting a Deku Nut into the third hole, a treasure chest containing Treasure Chart #28 will appear on the platform in the center of the island.

67 TREASURE CHART #28

Conquering the Great Sea, continued

No More Mothulas!



At the top of Horseshoe Island, near Old Man Ho Ho, is the entrance to a secret cave. Inside are two Wingless Mothulas and a Winged Mothula. Defeat them and a treasure chest containing Treasure Chart #8 will appear.

68 TREASURE CHART #8

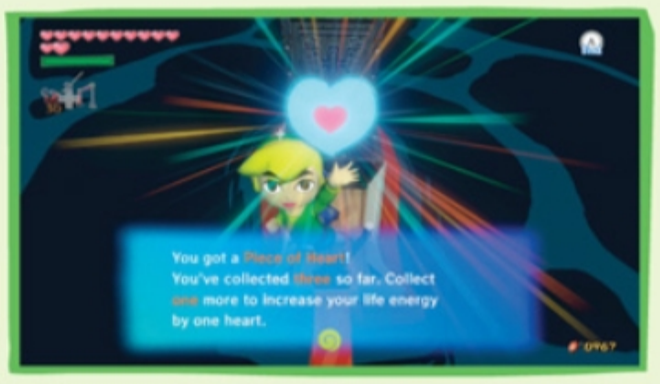
Diamond Steppe Island (A6)

Sunken Treasure #23

Did you grab Treasure Chart #23 by beating the high score in the Squid-Hunt minigame while on Windfall Island? 'Cause if you did, you can open it to reveal the location of Piece of Heart #21. You're really getting good at this pirate thing, aren't you?

69 PIECE OF HEART #21

Link, Conqueror of Big Octos



East of Diamond Steppe Island is a Big Octo hoarding an Orange Rupee all to itself. Knock it out and you'll have another 100 Rupees to add to your Wallet.

Needle Rock Isle (A5)

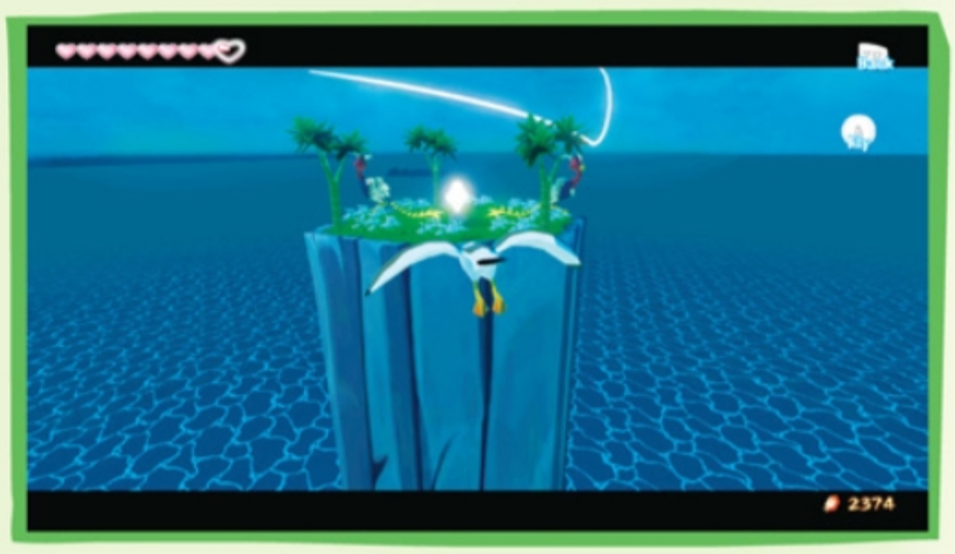
Sunken Treasure #28



At this point, you can open the Treasure Chart you grabbed from Horseshoe Island (A7) to find the location of another Silver Rupee. Man, all that extra wallet space is sure coming in handy right now.



Expert-Level Bird Navigation



The needle rock of Needle Rock Isle is actually home to a switch that helps you get Piece of Heart #22. If you head to the island's southern tip, pull out a Hyoi Pear and have your seagull fly up in a circle until you're level with the switch atop the needle rock. You can navigate the seagull right into it while avoiding most of the Kargorocs that are circling it. If the Kargorocs do catch wind of your scheme and start chasing your seagull, fly straight and mash to get some distance from them. When they are almost offscreen, turn toward the switch. If you turn while the Kargorocs are right on your tail, they'll get you without issue.

With the switch activated, the flames around the island's chest lower. Open the chest to claim Piece of Heart #22. Halfway to another Heart Container!



70 PIECE OF HEART #22

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Conquering the Great Sea, continued

What's a Triumph Fork?



To the left of Needle Rock Isle are three cannon-mounted Warships that you can destroy with your Cannon. The Warships will each leave behind a Ring of Light that holds an item for you to salvage with your Grappling Hook. The Warship to keep track of, however, is the golden one, which will drop Triforce Chart #3. We couldn't tell you what Triforce Chart #3 is, but we're sure someone somewhere probably knows somethin' about it.



The other two warships drop an Orange Rupee and a Purple Rupee after being destroyed.

71 TRIFORCE CHART #3

Enemy: Warship



Warships are cannon-mounted boats that shoot bombs at Link whenever he draws near. They aren't the best shots, and taking them out isn't too painful. The real danger comes when these ships are in packs. A handful of Warships firing bombs at you at the same time can make for a pretty rough journey. Don't worry too much, though; you can destroy a Warship with three shots from your Cannon. Just try not to sit in one place when near them and you'll be just fine.

NORTHERN TRIANGLE ISLAND (D3)



In sector D3 is Northern Triangle Island, an incredibly small plot of land. On the island is nothing but a single statue with empty, black eyes and open, welcoming hands. Hop onto the island and approach the statue. It comes to life and requests you place Din's Pearl into its hands. We wouldn't keep a talking statue waiting—there's no telling what this thing is capable of...



It looks like we took care of what needed to be done here, so let's head to the next island.

CAUTION

Watch Out for Cyclos



Cyclos, Zephos's angry brother, patrols D3, D5, and F4 in a giant cyclone. If you get anywhere near his cyclone, you'll be sucked into it and sent to a random location on the Great Sea, taking damage in the process. If you see an abnormally large cyclone, steer clear of it or face Cyclos's wrath.

Nintendo Gallery Notice



Now's a good time to get a pictograph of Zephos for the Nintendo Gallery. This one pic gets you both the Zephos and Cyclos figurines (it's a two-figure set). Cyclos won't be around forever, and Zephos can never be photographed, so take this picture while you can!

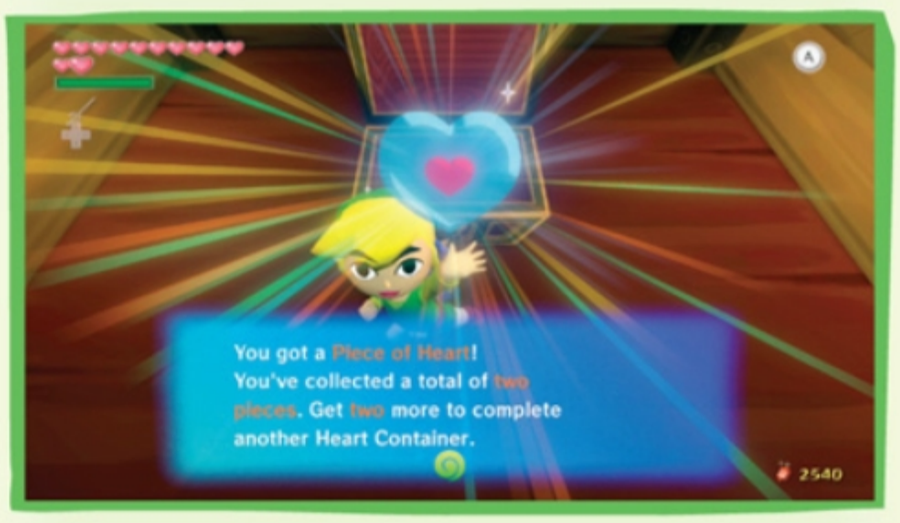
Conquering the Great Sea

Six-Eye Reef (D4)

Sink Those Subs!



West of Six-Eye Reef is a submarine containing Piece of Heart #23. Patrolling the submarine are three Moblin guards. Take them out while avoiding the barrels lining the room, as they contain extra enemies that you don't need to defeat (unless you really want to). After defeating the Moblins, a ladder leading to Piece of Heart #23 will fall down on the room's far side.



Only one more to go for another Heart Container!

72 PIECE OF HEART #23

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SOUTHERN TRIANGLE ISLAND (D5)



Southern Triangle Island (D5) is identical to Northern Triangle Island, right down to the statue holding out its hands. Beware the surrounding Seahats while making your approach. This statue is looking for Nayru's Pearl, and we don't see a reason why we shouldn't hand it over. Now, then, let's head to the final sector marked on the map.

Enemy: Seahat



Seahats are like the larger, angrier, seafaring brothers of the tiny Peahats. They usually group in clusters and will relentlessly attempt to ram your boat if you get close enough to them. They are also known to be terrified of birds and will run away if you fly a seagull near them. Your Cannon or Boomerang will take care of them pretty swiftly, but you still need to watch out, because they won't just sit there while you launch a projectile at them. If they ram your boat at least once, you can bet that they'll do it again, so defeat them as quickly as possible to avoid further damage. Otherwise, just try and sail past them.

Conquering the Great Sea

Private Oasis (E5)

Professional Octo Hunter



Another Big Octo is located west of the Private Oasis. Defeating it will add an Orange Rupee to your Wallet. Are Big Octos even a challenge to an accomplished Octo hunter like yourself anymore?

Sunken Treasure #1



A Silver Rupee is yours for the taking if you nabbed Treasure Chart #1 while in the Forbidden Woods. Track it down and pull it up to get a little bit richer.

Bomb Island (F5)

Hey, Everybody, It's Tuesday!



At the top of Bomb Island is a large boulder that looks perfect for bombing. Blow the boulder up to reveal a secret cave. Jump into its entrance.



The door in front of you is barred off, and the switch in front of the door is a constant pressure switch. What to do, what to do? If you ponder long enough, a couple of Magtails will pop up from the lava pools on the left and right sides of the door. Wait for one of them to open their claws and then hit it in the eye with ⓑ. Pick it up while it's curled into a ball, place it on the constant pressure switch, and presto! The door's open! Head on through.

Conquering the Great Sea, continued



In front of you are two paths. One leads to the higher level of the room, but this is blocked by rings of fire, so let's head to the narrow path on the left. Walk slowly and jump onto the switch inside the hole. This will remove the fire that's blocking the path on the room's right side. Traverse the narrow path and head to the upper areas of the room.



There are two sets of torches on the platform's left and right sides. Behind each set of torches is a pressure switch engulfed in a ring of fire. You need to take the Magtails that are patrolling the area and throw them onto the switches in the rings of fire. Once you've pressed a switch with a Magtail, it'll stay pressed, so don't worry about the Magtails climbing off of a pressed switch.



After pressing both switches, the fire that's surrounding the treasure chest at the highest point of the cave will disappear, allowing you to claim your prize: Piece of Heart #24—that makes another full Heart Container! Feel free to leave whenever you like; your business is done here.

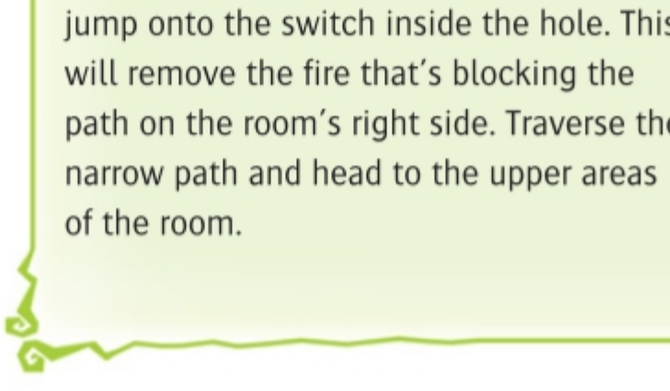


73 PIECE OF HEART #24

EASTERN TRIANGLE ISLAND (F4)

TIP

Sunken Treasure #34

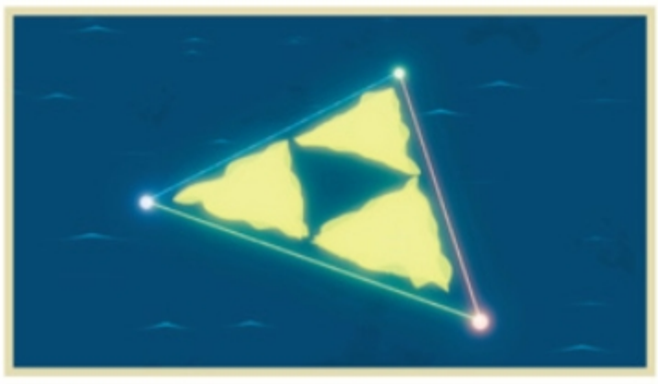


Remember the Salvage Corp., the traveling, treasure-hunting team in constant search of their next big haul? Remember how they handed you Treasure Chart #34 for being something of a treasure hunter yourself? Well, open it and pull up some treasure—a Silver Rupee to be precise.

This is it, the last statue for the last pearl. Place the pearl in the statue's hands, but do so carefully...there's no telling what might happen at this point.



With the third pearl placed, the statues explode to reveal beautiful figures of goddesses! Unfortunately, Link was caught in the Eastern Triangle Island's statue explosion, and it sent him flying to who knows where! That was unexpected...





The statues shoot beams from the pearls, which unite to make a giant triangle with three smaller, golden triangles inside of it. (They look sort of like the triangles we saw in Tetra's room; maybe they're connected?) In the middle of the triangles, a large building begins to rise from the depths of the Great Sea. As luck would have it, Link was blasted into that very building.

According to Red, this building was once used by the gods as a testing ground for young warriors just like Link. Now it's Link's turn to prove his courage by taking on this trial of the gods.

THE HERO'S TEST AND THE FORGOTTEN REALM

TIP

Sunken Treasure #14



Before entering the Tower of the Gods, you can open Treasure Chart #14, which was found in the submarine in sector C7. This reveals the location of a Silver Rupee here in sector E4.

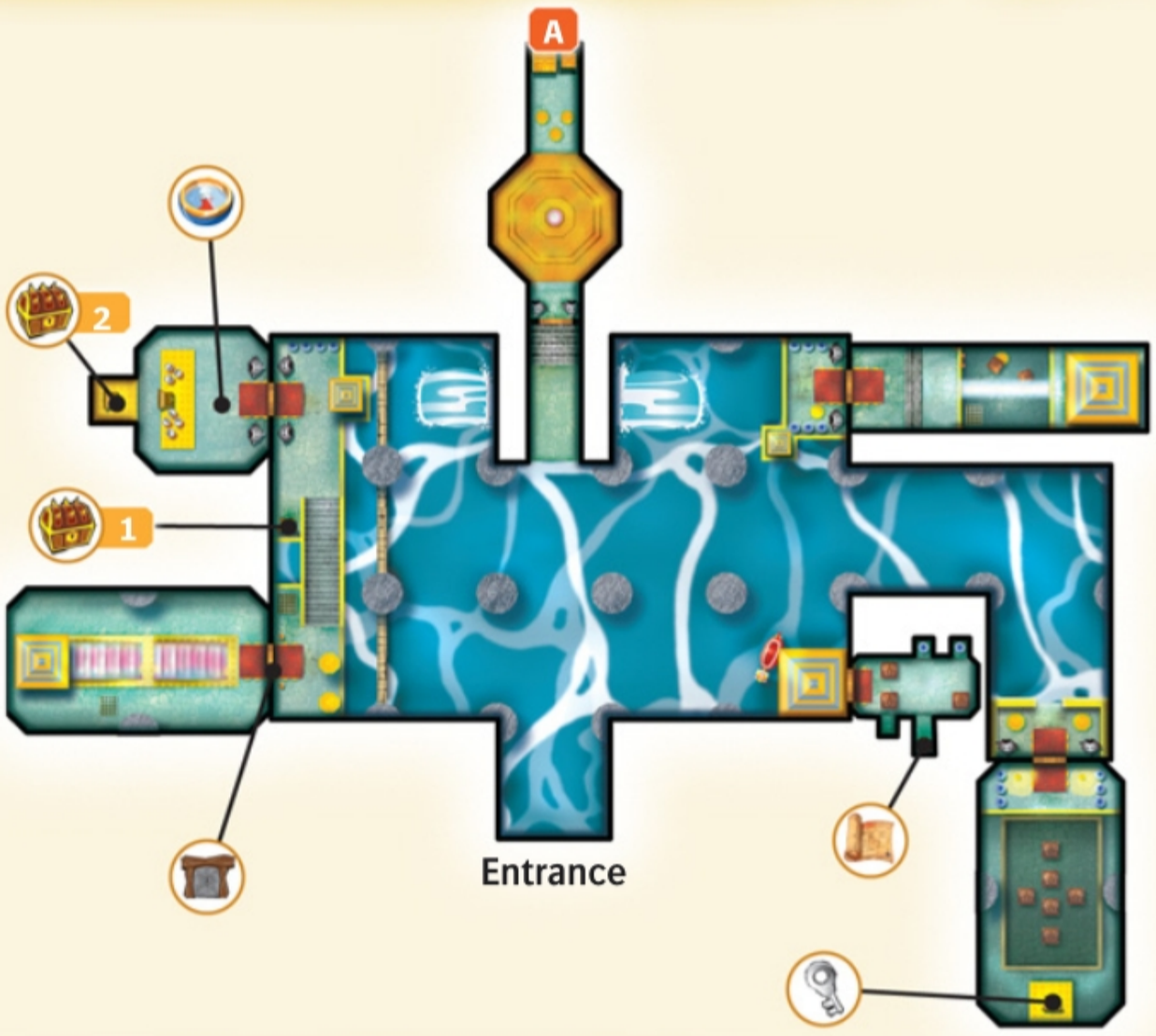
TOWER OF THE GODS (E5)



The first floor of the Tower of the Gods is a bit trickier than other dungeons you've explored thus far. You'll be able to ride on Red while on the first floor, and the tides come in and go out, raising and lowering the water levels. This makes traversing this first floor a bit tougher, but don't worry, we'll get through this.

FIRST FLOOR

1st Floor



MAP LEGEND

- A — To/From
- Dungeon Map
- Small Key
- Locked Door
- Chest #1 (Joy Pendant)
- Compass
- Chest #2 (Treasure Chart #6)

1. RIDE THE TIDES



Immediately after entering the Tower of the Gods, head to the room to your right. You'll need to wait until low tide to get through the door, so just stay put on Red until then.



This room has three boxes that rise with the tides. Defeat the Yellow ChuChu before attempting to do anything around this area to avoid being electrocuted while you work. Afterward, move the box that is on farthest side of the room into the northeast corner, then hop on it. When the tide rises, the boxes go up with it, allowing you to ride up to a cracked wall in the northeast corner. Pull out a bomb, plant it on the box, and jump into the water to avoid the explosion. This should bust the wall wide open and give you access to a Joy Pendant. Just watch out for the second Yellow ChuChu that's hiding in that alcove.





The cracked walls on the north and south side of the room's middle don't require a box, as they both have ledges that you can climb on and plant bombs on. The south cracked wall conceals a treasure chest containing the Dungeon Map for the Tower of the Gods, while the north wall simply hides pots.

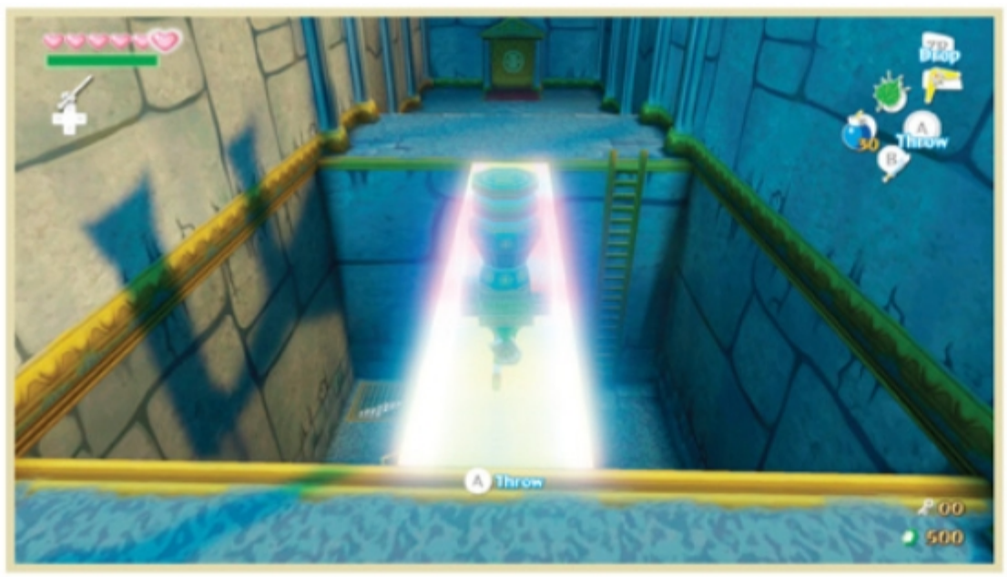
After you grab the Dungeon Map, four Yellow ChuChus appear in front of the door leading out of the room. Dispatch them or avoid them, the choice is yours.

Enemy: Yellow ChuChu



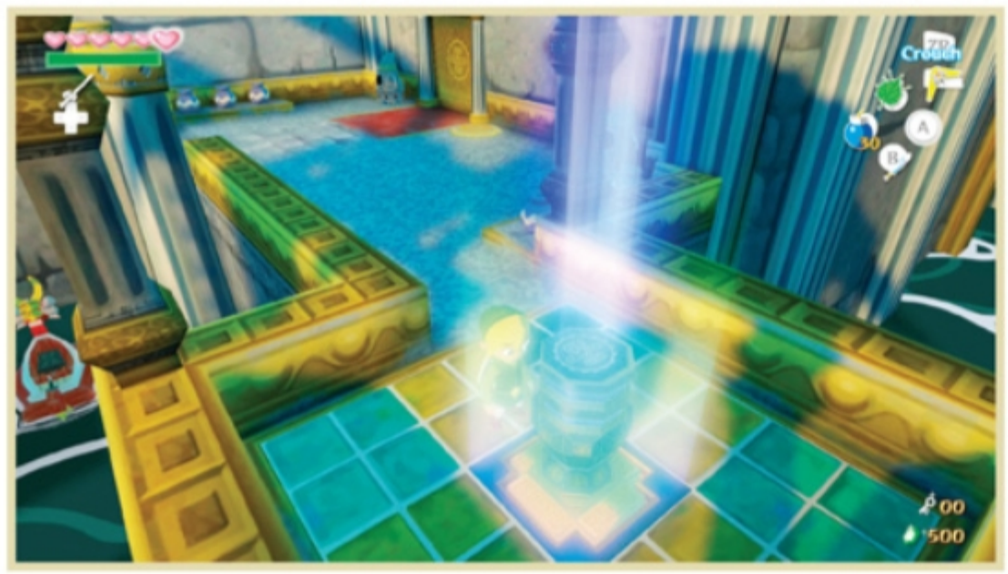
Like Blue ChuChus, Yellow ChuChus are covered in electricity and require a hit from the Boomerang or Deku Leaf before you can tackle them. When defeated, instead of dropping their own type of Chu Jelly, they drop either Red or Green Chu Jelly at random.

Hop back onto Red and head to the door in the room's northeast corner. You'll need to wait for high tide to access it, though. Once the tide has risen, climb onto the platform and pick up one of the Armos statues to the left and right of the door. Put the Armos statue down on the constant pressure switch to the right of the door and then head through.



Directly ahead is a large gap. Hop into it during low tide and pick up one of the small boxes. Place it on the constant pressure switch, and a light bridge will appear above you. Climb the ladder on the gap's west side and head to the room's east side. Pick up the chess piece–like statue underneath the awning and the sigil on the door lights up. This indicates that you can carry the statue through the door, but wait for the tide to cycle before attempting to cross the light bridge again.

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Back in the main room of the Tower of the Gods' first floor, take a left and place the statue in the center of the floor under the awning. This will open the gate to the east, allowing you access to the room in the area's southeast corner. You'll need to wait for high tide to get onto the platform leading into the southeast room, and you'll need to place the two Armos statues on the constant pressure switches to unlock the door.

2. NO BRIDGE? BUILD ONE!



In this next room, you must build a bridge to the room's south side using nothing but the boxes in the gap. The easiest way to do this is to find the box that is almost touching the midmost box and then push it south two spaces, then west two spaces. This should line your boxes up perfectly, making a bridge for you to cross without ever touching the water.



Grab a Deku Stick from one of the pots on the room's north side, light it with one of the torches, and then cross your new makeshift bridge to the room's south side. Light both torches on the room's south side and a treasure chest containing a Small Key will appear. Claim the key as your own, avoid or defeat the four Yellow ChuChus that fall from the ceiling, and then exit the room.



Hop back onto Red and travel to the room's west side. You may notice that the room ends prematurely. You may also notice that the wall blocking you from continuing west is cracked. Pull out your Cannon and shoot the cracked walls. Wait for high tide, then jump off Red and climb into the room's west side. Head to the northwest corner and head through the door.

TIP

Fight the Tides



Before heading through the northwest door, pick up a Deku Stick from one of the pots in the area's northwest corner. Light the torch and wait for low tide. With the faming torch in hand, race down to the unlit torches in front of the southwest door and light them. A treasure chest containing a Joy Pendant will appear to the left of the northwest door.

The northwest room is small. Inside is a single treasure chest and a flaming Red Bubble. Defeat the Red Bubble and open the treasure chest to get the dungeon's Compass. Head back to the main room of the first floor.



Enemy: Red Bubble



Red Bubbles are flaming skulls that fly around and harass anyone bold, or foolish, enough to get near them. If they touch Link, they'll light him on fire, dealing a bit of damage. A couple sword slashes will defeat the cackling bag of bones, but using the Deku Leaf on it beforehand will put out its fire, leaving it completely vulnerable to your attacks while keeping you safe from a counterattack.



Head down the stairs during low tide and open the door in the southwest corner of the area. Once inside, defeat the four Yellow ChuChus that are roaming the area. The tide is still active in this room, so act quickly to avoid leaving yourself vulnerable to attack while the tide rises. After you defeat all the Yellow ChuChus, a light staircase will appear. Climb the staircase to the top and you'll find another chess-piece statue. Grab it, wait for low tide, and race out of the room.



Return to the northwest corner of the main room and place the statue into the hole underneath the awning. This will shut off one of the three waterfalls in the middle of the room, which was concealing a hallway behind it. Wait for high tide, then cross back to the room's center. Swim or use Red to reach the newly opened passage in the room's north side and wait for high tide.

3. MOVING ON UP

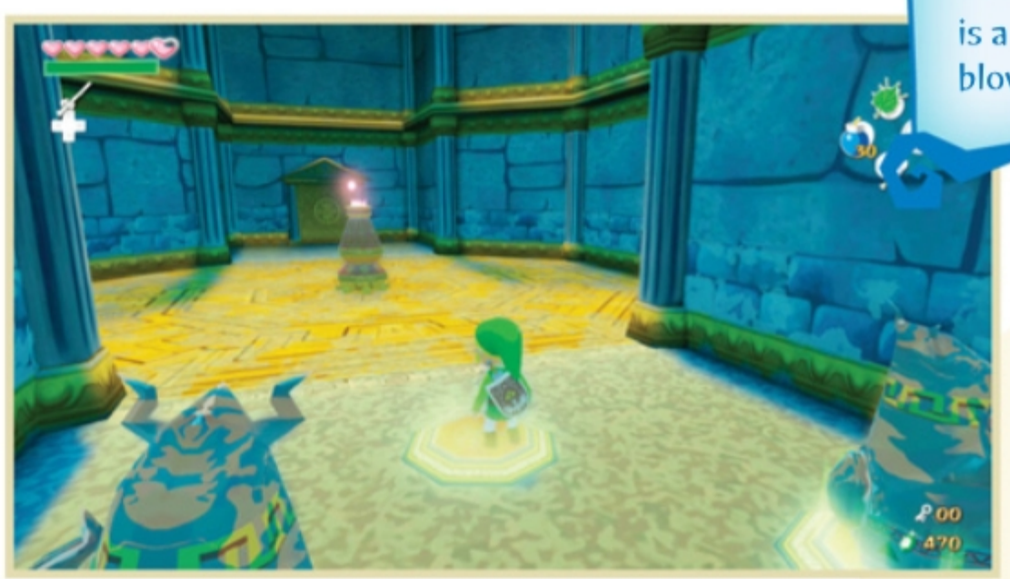


Climb into the hallway and head through the door at the hallway's end. To the left and right of the door you just walked through are two Armos statues. Pick one of them up and head to the room's north side. Keep to the room's left side to avoid the Beamos' attacks. Place the Armos statue on one of the constant pressure switches, then head back to the room's south side to grab another statue.

Enemy: Beamos



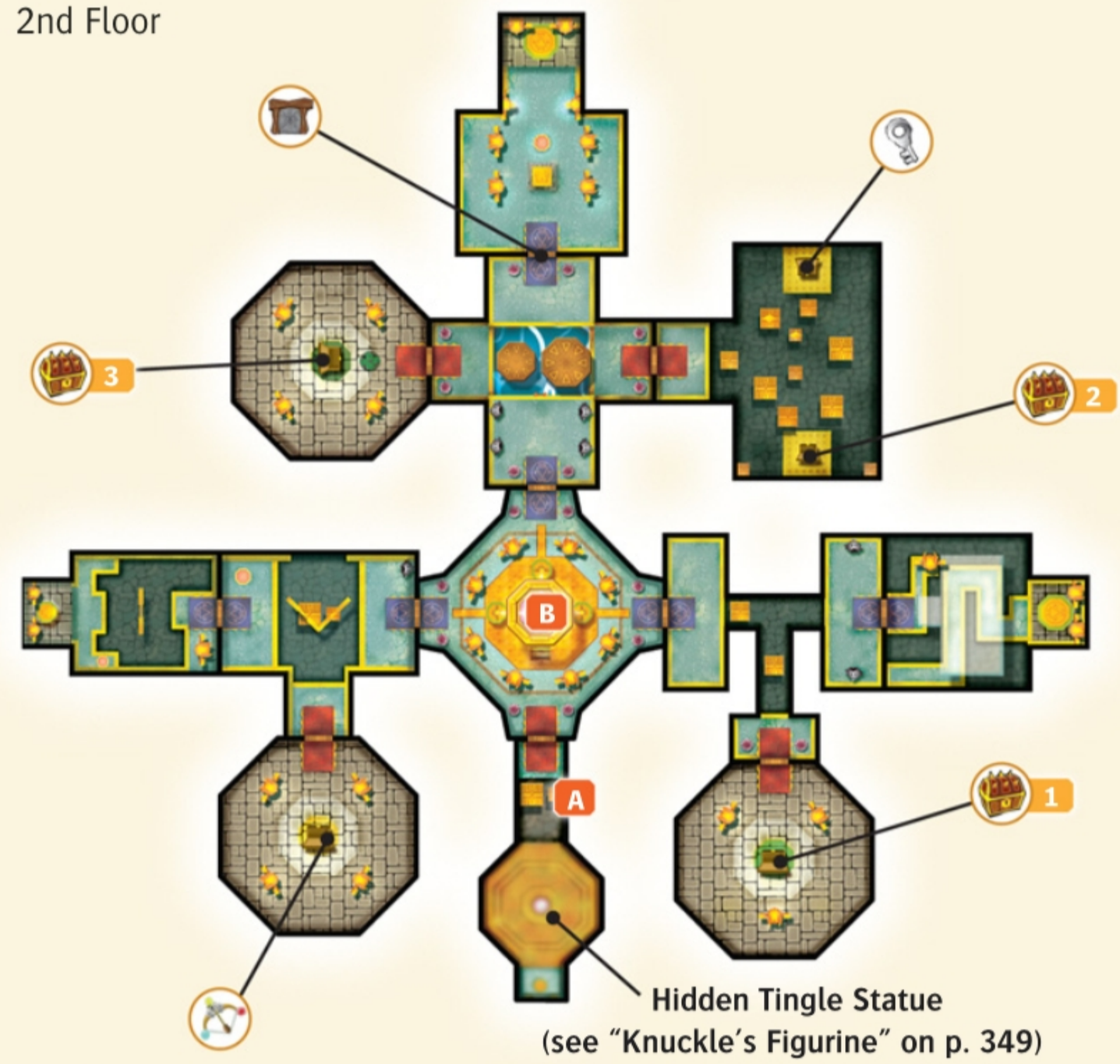
Beamos are stationary statues with red orbs circling above them. Whenever Link is in front of the red orb, it enlarges and begins firing a laser in his direction. If Link is hit, he'll fly backward. Avoid these staggering statues by rolling away from them. They can be destroyed, but currently your only means of self-defense is a bomb, which requires some pretty precise timing, as it must blow up right next to the red orb on top of the Beamos.



Take the second statue north and place it on another switch, then stand on the remaining switch to activate platforms ahead. Jump from platform to platform until you reach the second floor of the Tower of the Gods.

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SECOND FLOOR



MAP LEGEND

A – B To/From
Hero's Bow
Small Key
Locked Door
Chest #1 (Joy Pendant)
Chest #2 (Joy Pendant)
Chest #3 (Treasure Chart #30)



In this room, not counting the door you just came through, there are three doors, two of which are currently locked. The only door you can access is on the room's east side. Head through it whenever you're ready.

TIP

Relax and Resupply

There are pots in front of each of the room's four doors that contain items. You can replenish your inventory, magic, and health here by destroying the pots.

4. MAKING FRIENDS



In the center of this room is a moving platform that travels between the east and west sides of an endless-looking gap. Defeat the Yellow ChuChu ahead of you, then jump onto the platform and travel to the room's east side. There is another door in the room's south side, but you can't access that just yet—don't worry, we'll let you know when you can.



Back in the room with the moving platform, the two Yellow ChuChus have appeared. Put the statue down with ZR and defeat the ChuChus, then pick the statue back up and hop onto the platform when it makes it back to your location. Ride to the room's west side, avoid the Yellow ChuChu, and head through the door.



Defeat the Yellow ChuChus on the room's east side, then head through the door.



The statue will jump on its own and head to a pedestal ahead. The pedestal will rise and a monument will appear on the platform in the center of the room. Head up the stairs to the room's center and pull out your Wind Waker to learn the "Command Melody" (◂®, ®, ®▸, ®), a song that will allow you to control certain creatures and objects from anywhere in the room.



Ahead of you is a giant light platform. Run across it to the room's east side and hit ZR to call the statue off the pedestal. The statue will follow you wherever you go in this room, which is good, because the light platform makes carrying the statue impossible.

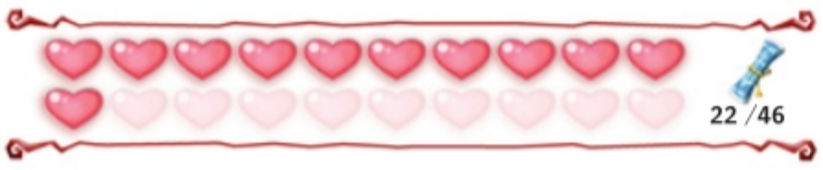


After learning the "Command Melody," the stone monument will disappear and the door on the room's west side will unlock. Head through the western door whenever you're ready.



Guide the statue to the other side of the room by following the narrow path underneath the light platform (the statue won't fall off the edge).When you reach the room's southwest corner, pick up the statue and jump the gap. Head through the door with the statue in arm.

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5. I COMMAND THEE!



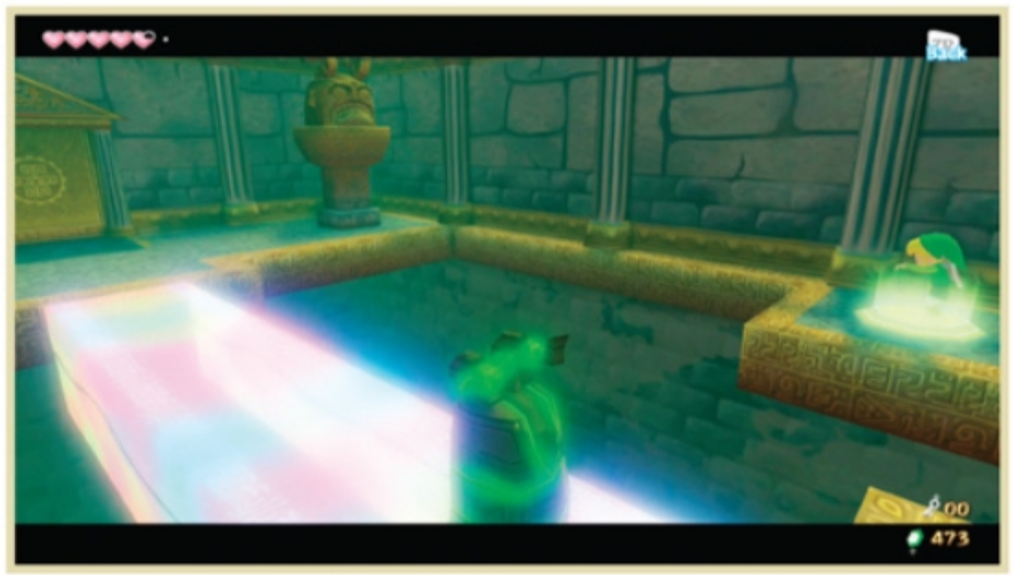
In this room is a very large gap with two Red Bubbles floating about. If you walk to the edge of your platform, the Red Bubble closest to you will eventually spot you and attack. Take it out with your sword to make traversing this room a good bit easier.



Look up to see a couple of posts that are perfect for your Grappling Hook. Grapple the one closest to you and swing to the room's west side. You may need to adjust your position on the rope in order to successfully land on the western platform. Once on the other side of the room, head through the door.



Another gap is ahead of you and another post is above the gap. Grapple onto the post and swing to the other side. A statue sits on the pedestal. Call with ZR, then head to the constant pressure switch in the room's southwest corner. Stand on it to create a light bridge that spans the gap.



While still standing on the switch, pull out your Wind Waker and play the "Command Melody" (◂, ●, ▸, ●) to take control of the statue. Guide the statue to the room's east side by crossing the light bridge. Once the statue is on the eastern platform, hit ZR to release control of it and then swing back to the other side by using your Grappling Hook. Pick up the statue and head through the door.



After returning to the room with the Red Bubbles, take an immediate left until you find another constant pressure switch. Place the statue on the switch and the door to the south will unlock. Take out the Red Bubble after baiting it into flying your way; then use your Grappling Hook to swing to the room's south side and head through the door.

6. ARCHERY 101



Unfortunately, after entering this room, you'll have to engage the most difficult common enemy in *The Wind Waker:* the Darknut. Defeat it and a treasure chest will appear in the center of the room. Open the chest to receive the Hero's Bow. Grab it and leave the room.



Enemy: Darknut



These fully armored dog-creatures are nothing to take lightly. They carry massive swords and will strike without hesitation. The best way to handle these maligned mutts is to remove their armor by using parry attacks whenever they try to strike. If you knock a Darknut's helmet off with a parry attack, it will pause for a minute, trying to figure out why its head suddenly became cold. This is your opportunity to slash at its back and potentially remove its chest piece as well. If you miss the chest piece, just try again with another parry attack. If you hit its back a few times after removing its chest piece, you will knock the Darknut into the air, making it drop its massive sword in the process. Pick up its sword to remove its primary source of offense; use it against the Darknut to defeat it in a couple of hits.



Use your Hero's Bow to defeat the Red Bubbles flying around the room. Once you clear them out, use the Bow to shoot the eye plaque on the north wall. Two moving platforms slide out from underneath the plaque.

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NOTE

Make Robin Hood Proud



The Hero's Bow works similarly to the Boomerang in that you can walk around after pulling it out and it shoots projectiles at enemies. Unlike the Boomerang, the Hero's Bow can't target multiple enemies, which means unless you're ZL-Targeting an enemy, you will have to aim manually.

For a good reference point, use the tip of the arrow to aim the Hero's Bow. The arrow will almost always fly right where its tip is pointing.



Use your Grappling Hook to swing back to the west platform where your statue friend patiently awaits your company. Pick him up and cross to the room's east side by jumping across the moving platforms.

When you reach the room's east side, put the statue down and defeat the now-animated Armos with your Hero's Bow. Pick the statue back up and head through the door.

Enemy: Armos



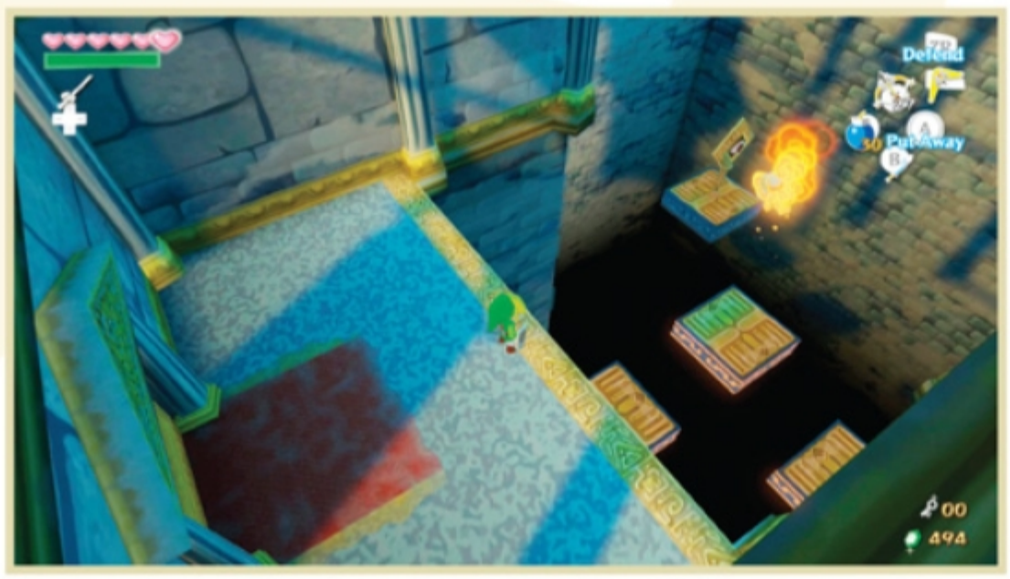
Armos are the animated versions of the Armos statues you've been using around the Tower of the Gods. To defeat them, pull out your Hero's Bow, ZL-Target them, and fire an arrow into the green core in their center. This will stop an Armos in its tracks, leaving the pink orb on its back exposed. A couple hits from your sword will destroy the orb, forcing the Armos to start spinning in your direction and then explode.



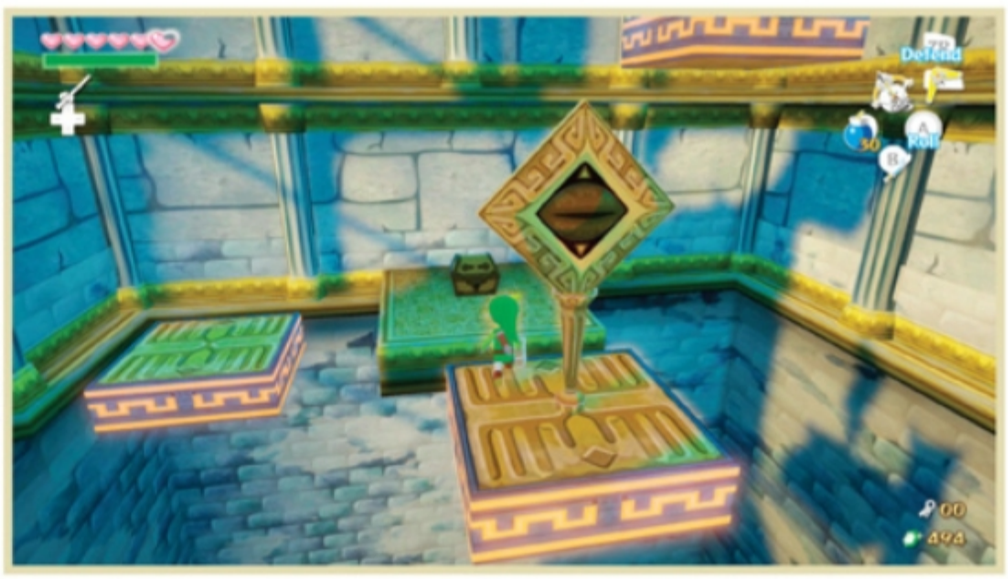
After you enter the room, the statue will jump onto a pedestal, unlocking the door on the room's north side. Head through the north door whenever you're ready.



In this room are two scale-like platforms seated in the middle of a gap, while doors sit on every side of the room. Ignore the scales and enter the door on the room's east side.



Before you do anything, head close to the edge of your platform and use your Hero's Bow to defeat the Red Bubbles floating around the room; it'll make your time here a whole lot easier. Now, jump onto the moving platform below you and ride it to the bottom of its path. From there, jump onto the platform straight ahead, then face north and shoot an arrow into the eye plaque attached to the platform in front of you.



The platform with the eye plaque will begin moving; jump onto it and ride it to the top of its path. You'll find a stationary platform with a treasure chest on it. Jump onto that platform and open the chest to receive a Small Key. Pull out your Deku Leaf and glide back to the room's entrance.



Link's Platforming Adventure

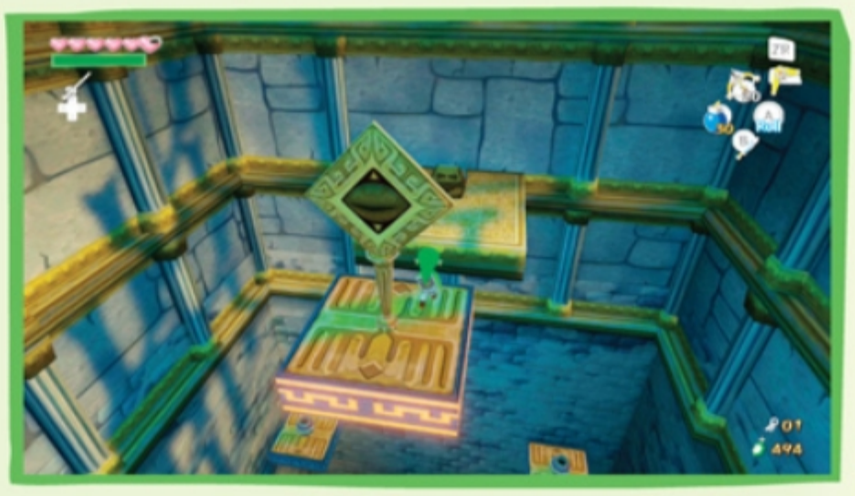
If you want a Joy Pendant, read on. Before you leave the room, hop onto the moving platform to the left of the treasure chest. Ride it to the top of its path, turn around and face east, then jump to the platform ahead.



Look south and shoot an arrow at the eye plaque on the platform across the room. It will begin moving in your direction.



When the eye-plaque platform arrives, hop onto it and face west. Another eye plaque is stationed near the door leading out of the room. Shoot it with an arrow and a treasure chest containing a Joy Pendant will appear on the room's south side. Ride the platform to the room's south side and claim the Joy Pendant.





To leave the room, simply pull out the Deku Leaf and glide down to the door on the room's west side.

7. WEIGHING YOUR OPTIONS

Climb back up to the room's south side and grab the Armos statues placed along the walls. Throw them onto the left scale. This will raise the scale on the right high enough for you to jump to the room's north side. Now head through the door.

The Guardians of the Chart



Before heading through the room's northern door, you can hop onto the lowered scale to find a door behind the cracked wall on the room's west side. Pull out a bomb; when it starts flashing rapidly, throw it at the cracked wall. The goal here is to have the bomb blow up right in front of the cracked wall instead of falling in the water.



Go through the door to find a Wind Crest on the ground in front of the golden triangle crest in the center of the room. Stand on it and play the Wind's Requiem. A treasure chest will appear and the two Armos Knights on either side of the room will come to life. Defeat them and open the treasure chest to obtain Treasure Chart #30.

75 TREASURE CHART #30

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Enemy: Armos Knights



Armos Knights are giant versions of the smaller Armos you've already encountered around the Tower of the Gods. Like Armos, the Armos Knights hop slowly toward you in an attempt to jab you with the spikes lining their base. Unlike Armos, the Armos Knights can't be defeated with the Hero's Bow and they don't have a red orb on their backs. Instead, wait for an Armos Knight to hop toward you three times and it will open its mouth. This is the perfect opportunity to throw a bomb into its mouth, which will destroy it. Just make sure to get some distance between you and the Knight after putting the bomb in its mouth; before it blows up, it will begin to spin violently toward you.





At the end of this room is the third and final statue. Unfortunately, the statue is blocked off by an electric barrier. To reach the statue, climb the cube monument in the center of the room, then jump and glide with your Deku Leaf over the electric barrier. Push ZR to call the statue down and then play the "Command Melody" (◀L, L, L▶, L) to take control of it.



Steer the statue through the electric barrier and onto the constant pressure switch in front of the stone monument. This will disable the electric barrier, allowing Link to pass through it without getting a nasty shock. Release control of the statue, pick it up, and carry it through the door back into the scale room.



Immediately put the statue down and pull out your Hero's Bow. On the room's south side is a Blue Wizzrobe, who you can take out quickly with a couple well-placed arrows.

Enemy: Blue Wizzrobe



Blue Wizzrobes are hooded bird-faced wizards that teleport around the room and shoot fireballs at Link. The easiest way to deal with a Blue Wizzrobe is to locate it as soon as you hear it teleport and fire an arrow at it. This will prevent the Blue Wizzrobe from shooting fireballs and will force it to teleport again. If it does throw fireballs at you, either move in between them, since they move at such a slow rate, or destroy them with a Spin Attack (hold B for a second or two and then release).



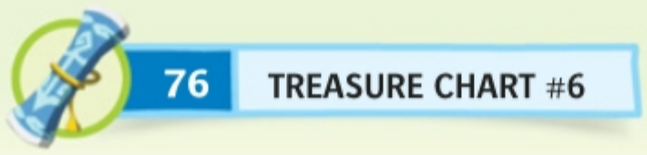
Pick up the statue and throw it on one of the scales, then cross to the room's south side. Each statue weighs about the same as Link, including the one you just brought from the north room. You needed two Armos statues to keep one of the scales raised so you could get to the north room, but now that you have that statue with you, you'll need to place three Armos statues to cross to the room's south side with your new statue friend. Place three Armos statues on the scale opposite the one on which you placed the statue from the north room. Grab the north room statue and carry it through the south door.



The statue will leap onto its pedestal, which causes all three statues to shoot a beam of energy into the center of the room. This creates a portal that leads up to the third floor of the Tower of the Gods. Head into the portal whenever you're ready.

Now That You've Got the Bow...

Head back down to the northwest room of the first floor—it's the room where you got the Compass and fought your first Red Bubble. Defeat the Red Bubble with your Hero's Bow, then shoot an arrow at the eye plaque on the wall. This will make the wall below it disappear, revealing a chest containing Treasure Chart #6. After you open the chest, a few Armos appear in the room. Defeat or ignore them, then head back to the second floor.





One More for the Road



If you're itching for another Joy Pendant, head through the east door of the second floor's main room (where all the statues you grabbed now sit on their pedestals). Defeat the Yellow ChuChu and the Blue Wizzrobe.



Jump onto the south platform and ride it up to the door, then head on through.



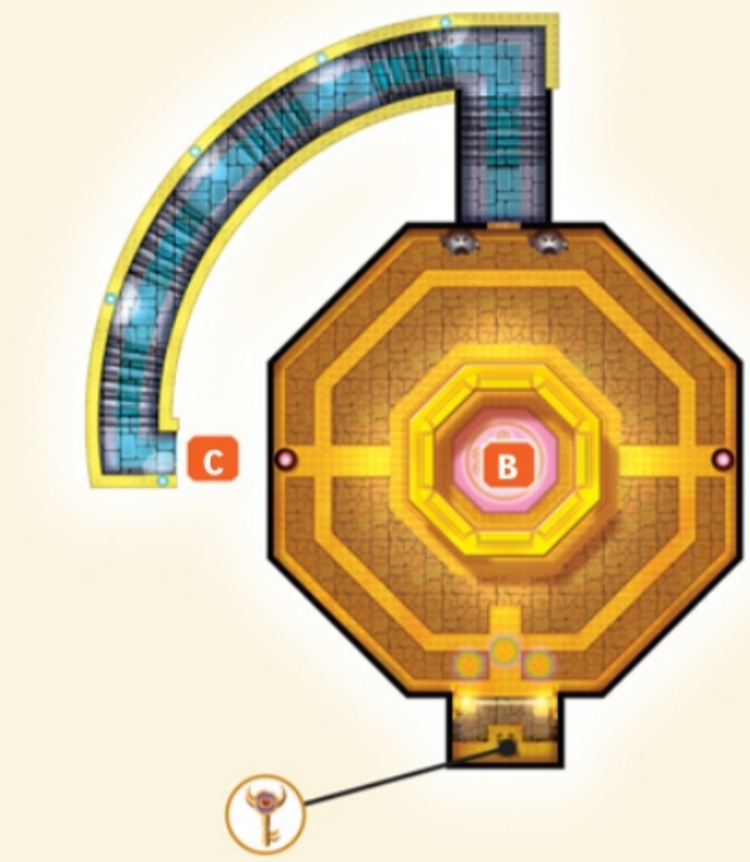
Jump onto the platform that moves between the east and west sides of the room. Face south and shoot the eye plaque ahead to active another platform.



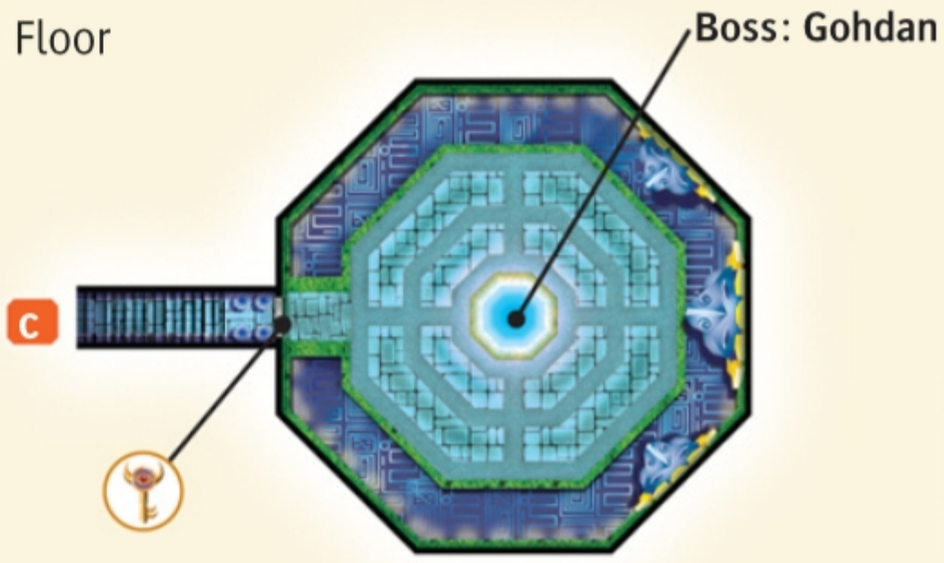
Defeat the Armos Knights that guard the Joy Pendant, then open the chest to claim the pendant as your own. Head back out of the room and use the Deku Leaf to glide back to the western door.

THIRD AND FOURTH FLOORS

3rd Floor



4th Floor



MAP LEGEND

A – C To/From

Big Key

Big Key Door

8. THE FINAL APPROACH



On the room's north side are two Armos statues to either side of the barred door. Take them to the room's south side and place them on the constant pressure switches. Stand on the remaining switch to remove the electric barrier blocking the chest.



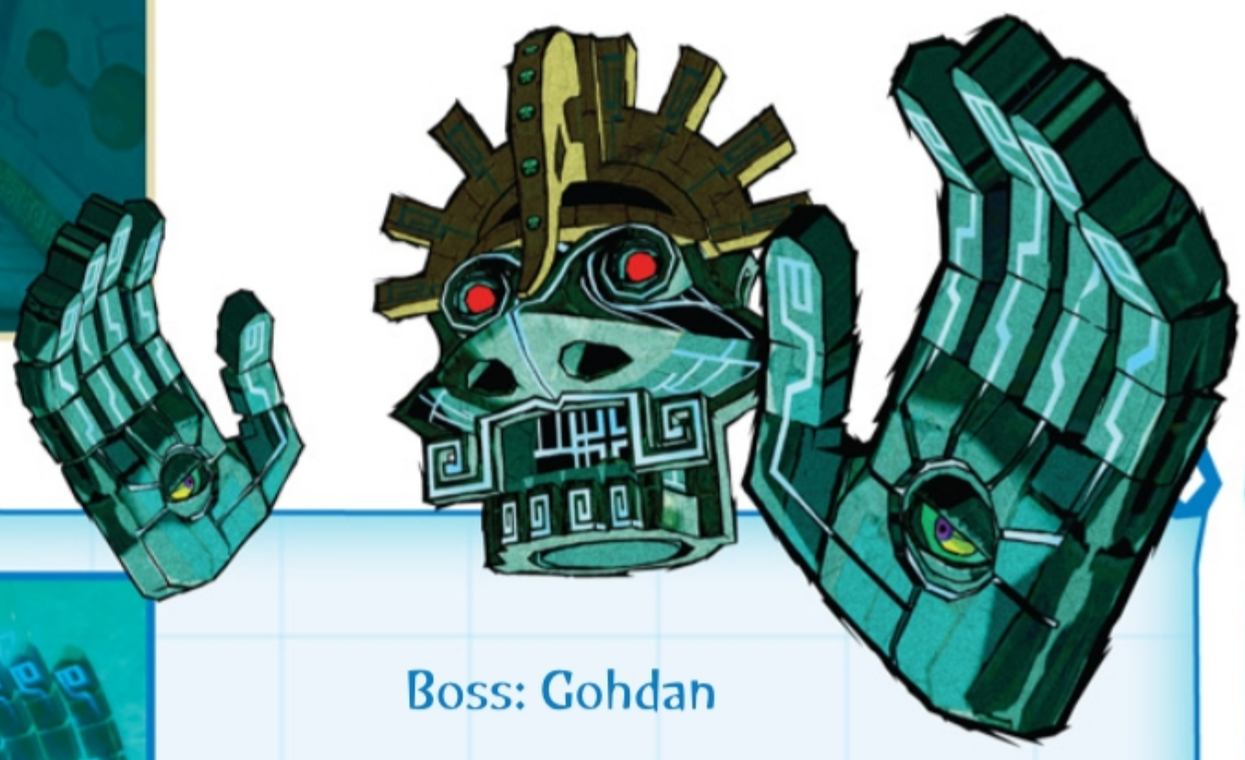
Open the chest to receive the dungeon's Big Key. Be on alert: The Armos statues you just placed will come to life immediately after you open the chest. Defeat them and the northern door will open, allowing you to continue on.



This walkway leads directly to the dungeon boss's door. Along the staircase ahead are several Beamos that would be more than happy to impede your progress. The blue Beamos fire on only one spot on the stairs. This works out well for you, because you can destroy a Beamos with your Hero's Bow if you hit it with an arrow when its orb is firing a laser. Pull out your Bow and destroy the blue Beamos, but avoid the red ones the same as you have in past encounters—you can dispatch them in the same manner as the blue Beamos orbs, but because red Beamoses fire at Link directly, defeating them requires some careful and quick Bow-work.



Head to the top of the stairs to find the dungeon boss's door. The pots lining the wall leading up to the door contain items that you can use to replenish your health, magic, and items, but the first pot on the left is most notable for containing a Fairy. When you feel adequately prepared, save your game and head through the door.



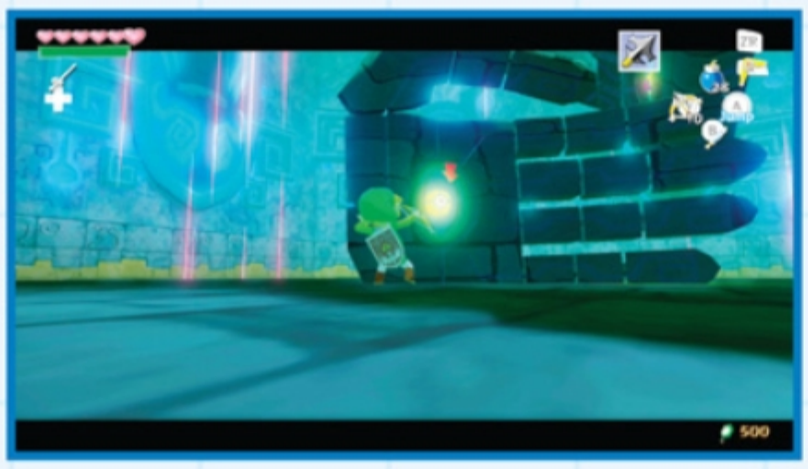


Boss: Gohdan

Gohdan is the guardian of the Tower of the Gods and the facilitator of the tower's final test. Defeat Gohdan and Link's potential as a hero will be realized.



Out of all the dungeon bosses you'll face, Gohdan is likely the most sporting. This fight requires lots of arrows and a good deal of bombs, both of which Gohdan will gladly refill should you ever run out.



This boss has a pretty decent array of attacks that will keep you on your toes. He'll often put his hands down on either side of the arena and then smash them together in an attempt to flatten Link. This is probably Gohdan's toughest attack to dodge. When you see Gohdan's hands hit the arena with his palms toward you, roll until you are no longer between them.



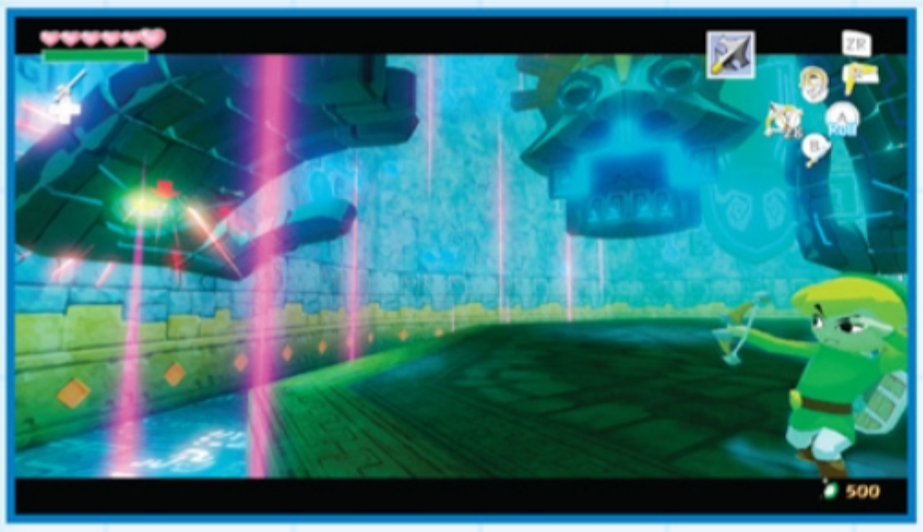
Occasionally, one of Gohdan's hands will attempt to sweep you off the arena into the electrified border below. If you see a single hand hit the arena, roll until you are no longer directly in front of his palm.

Another attack involves both of Gohdan's hands coming together in a double fist and slamming straight down on top of you. This move hits quickly, so roll out of the way as soon as you see a hand or two above you. It should be noted that Gohdan will also occasionally smash down on Link with just one fist.



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CHARACTERS AND ENEMIES
WALKTHROUGH
ISLANDS OF THE GREAT SEA
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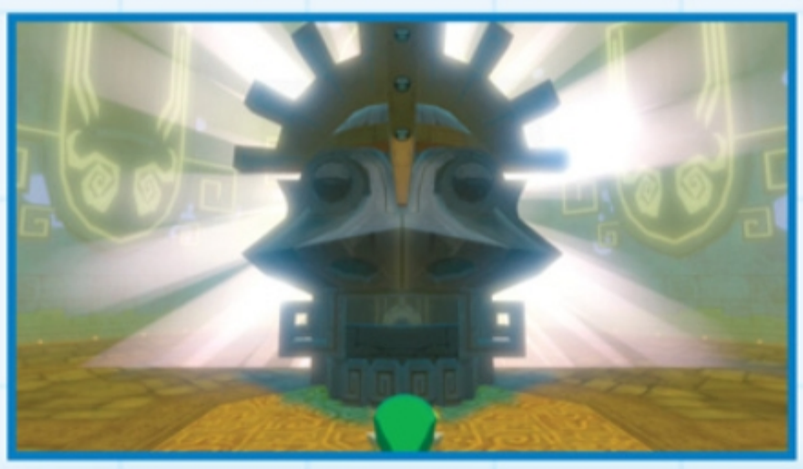
Boss: Gohdan Continued



The way to defeat Gohdan is to ZL-Target the eyeball in either of his hands and then shoot it with your Hero's Bow. After two shots, the hand will be out of commission. Change over to the second hand and repeat until it, too, is broken.

Once both hands are out of play, the eyes in Godhan's head will open. His head only has one attack: He opens his mouth, faces toward the arena, and begins breathing fire. You want to ZL-Target his eyes and hit them two times each. Gohdan's head will drop onto the arena and his mouth will open wide. Throw a bomb into his mouth to damage him.





Repeat this process two more times and you will have bested the guardian of the Tower of the Gods, proving that Link is a true hero.

Nintendo Gallery Notice



Don't leave the Tower of the Gods without taking a pictograph of Gohdan! This is a perfect chance to grab this pictograph—right after you've beaten the boss but before you've left the Tower of the Gods. Take a picture of Gohdan in its resting place high on the wall before you head out. If you forget to take Gohdan's pictograph after the battle, return to the Tower of the God's boss chamber and take it.



Grab the Heart Container that Gohdan left behind, and head through the portal in the center of the room. This will transport you to the top of the Tower of the Gods. Climb the ladder ahead of you and use your Grappling Hook on the post connected to the bell to ring it.



After ringing the bell, a portal in front of the Tower of the Gods appears. Red seems to have some idea as to what's inside that portal, telling Link that his true test lies on the other side of it. Regardless of any misgivings you may have about taking on this challenge, Red will pilot you into the portal.

THE CASTLE FROZEN IN TIME



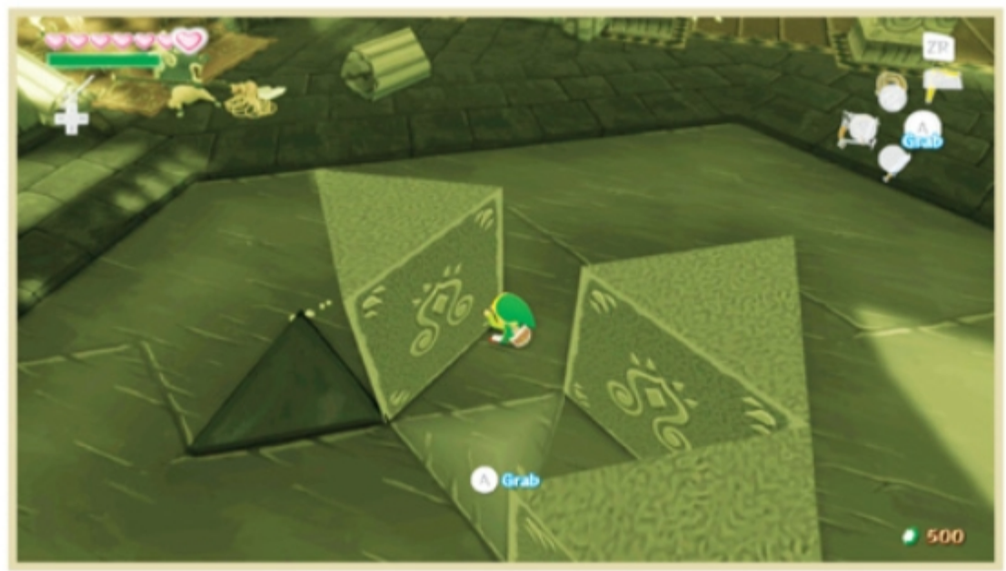
What a strange and curious sight. This entire underwater land is in black and white! Stranger still, everything seems to be completely at a standstill.



Red knows exactly what this place is, but he's currently unwilling to divulge that information, so head up the stairs and into the castle to find some answers as to what's really going on here.



The interior of the castle provokes even more questions, as Darknuts and Moblins stand still as statues filled with malevolent intent. Most shocking of all is the statue in the center of the room: It looks just like Link! Where did Red take us? What is this enigmatic world?



Head down the stairs to the floor engraved with that same triangle pattern we've seen popping up around the world. Pivot the three large triangular blocks onto the triangle pattern in the center of the engraving on the floor. This can be a tough puzzle to wrap your head around, but if you keep pulling and pushing the blocks toward the triangle pattern, you'll eventually reach your goal.



After you set all three blocks on the pattern, the blocks sink into the floor and the Link statue slides back to reveal a secret passage. Head back up the first flight of stairs and into the passage in front of the statue.



Inside this small room is a single sword, bathed in the colorless light of a cold sky. As you approach the sword, Red speaks to Link without the use of the Pirate's Charm. He tells Link that the sword in front of him is the blade of evil's bane: the Master Sword.

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That is the same sword that is spoken about in the legends on Outset Island! The Master Sword and its wielder, the hero of time, are the reasons why Link is garbed in green right now! Can this possibly be THE Master Sword? There is only one sure way to find out.



Approach the sword and pull it from its pedestal.



77 MASTER SWORD

After Link draws the sword, color and life begin to flood back into the castle. The Moblins and Darknuts that were locked away in time are now fully animated once more.



Head back upstairs into the main hall of the castle and prepare for a fight. In order to leave the castle, you must defeat all of the Moblins and Darknuts that patrol both floors of this hall. Don't worry, it'll be much easier with the blade of evil's bane now in your possession!

TIP

Don't Forget!



This is a great opportunity to get your hands on many Skull Necklaces and Knight's Crests, so don't forget to use your Grappling Hook to remove them or grab them from the Treasure Orbs that the Moblins and Darknuts leave behind.



After defeating all of the enemies in the main hall, head up the stairs and back through the door to the courtyard. Hop back on Red and head into the portal. We've got preparations to make: It's time to take out Ganon!

RETURN TO THE FORSAKEN FORTRESS: THE HUNT FOR ARYLL CONTINUES



Before we head off to challenge Ganon, let's make a last-minute stop. Remember Cyclos's cyclones while we were placing the pearls? Well, we now have the means to defeat Cyclos and put an end to his trouble-making ways. Head to Northern Triangle Island (D3) to find Cyclos.

Conquering the Great Sea

On your way to Northern Triangle Island (D3), you can make a quick stop at Eastern Fairy Island (E3) to grab a few things.

Eastern Fairy Island (E3)

Sunken Treasure #3



Grabbing Treasure Chart #3 from the Forest Haven is about to pay off, because you can open it in this sector to find a Silver Rupee.

A Bomb for Every Occasion



The Great Fairy on the island will upgrade your Bomb Bag to carry more bombs. Great Fairies are just so darn helpful, huh? Use a bomb to blow up the boulder blocking the Great Fairy's door and you're in!

Chu Talkin' to Me?



To the left of the Great Fairy's door, near the palm tree, is another Blue ChuChu. Do we even need to tell you what to do from here? You've got this!

NORTHERN TRIANGLE ISLAND

Once you're at Northern Triangle Island (D3), fly into Cyclos's enormous cyclone. Pull out your Hero's Bow and shoot arrows at Cyclos, who is at the top of the cyclone. If you hit him three times before you're sucked into the middle of the cyclone, he'll stop his attacks on innocent adventurers like Link.



He'll also teach Link the "Ballad of Gales" (Ⓡ, Ⓡ►, ◄Ⓡ, Ⓡ▲), a song that allows Link to warp to specific locations across the Great Sea. Now we're ready to head back to the Forsaken Fortress (A1) and show Ganon what the Master Sword can do; however, if the legends are true, I'm sure he's well aware of what the Master Sword has in store for him. Hopefully Aryll is okay...



Conquering the Great Sea

Six-Eye Reef (D4)

Sunken Treasure #6



If you grabbed Treasure Chart #6 from the Tower of the Gods, open it to find the location of a Silver Rupee.

Keese Chaos



Rock Spire Isle is a bit trickier to traverse than other islands you've been to so far. It is covered with boulders that you must destroy to reach its other side. What's on the other side you ask? A Secret Cave with Treasure Chart #37.

Rock Spire Isle (B3)

Platform Jumping



The Sea Platforms in this sector hold an Orange Rupee for those willing to do a bit of Deku Leaf gliding. Destroy the cannons on the smaller Sea Platform to make the treasure chest containing the Orange Rupee appear on the larger platform. Climb up the ladder on the middle platform, set the wind blowing west, and time your jump so you can glide into the vortex that is circling the taller Sea Platform.



Take the ramp leading to the upper area of the island, and walk to the ledge before your first boulder. Pull out a bomb, wait until it is flashing rapidly, indicating that it is just about to blow, then throw it at the boulder. If you time this correctly, the bomb will blow up in the air right next to the boulder. This will open the platform that the boulder was covering, enabling you to move forward. Repeat this process until you reach the other end of the island, then jump into the Secret Cave entrance.



If you destroy the cannons on the taller Sea Platform, a chest containing a Golden Feather will appear on the smaller one.

Conquering the Great Sea, continued



Grab a Deku Stick from the room's right side and light it with the torches surrounding the warp leading out of the cave. Use the flaming Deku Stick to light the unlit torches on the room's opposite side and get ready for a fight. An onslaught of angry Keese will attack Link. Use your lit Deku Stick to fend off the swarm and a treasure chest containing Treasure Chart #37 will appear in between the torches you lit.



78 TREASURE CHART #37

What Chu Talkin' About, Link?



Behind the Secret Cave is a Blue ChuChu. Defeat him and add another Blue Chu Jelly to your Spoils Bag.

Beedle Bonanza



The Shop Ship circling Rock Spire Isle is home to a special Beedle. This Beedle wears a centurion helmet and is selling Piece of Heart #25, an Empty Bottle, and Treasure Chart #4. If you've got a good deal of Rupees just waiting to be spent, you can purchase all three for 2,350 Rupees. Pricey, but well worth the cost.



79 EMPTY BOTTLE #3



80 PIECE OF HEART #25



81 TREASURE CHART #4

Be sure to purchase the Empty Bottle and Heart Piece as soon as you can, this particular shop will close for remodeling after seven days. Afterward, Beedle will sell bombs, arrows, and a Red Potion to replace the rare items you purchased from him.

No More Warships!



You can find a couple of Warships in the sector's southwest corner. After you destroy the ships, one will leave behind a Ring of Light containing an Orange Rupee, and the other will leave behind Piece of Heart #26. You're halfway to another Heart Container!



82 PIECE OF HEART #26

Mother & Child Isles (B2)
Sunken Treasure #29



Remember Treasure Chart #29 we grabbed from the second floor of Lenzo's place? Well you can open it up and go chase down the Silver Rupee that's in this sector.

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Conquering the Great Sea, continued

The Merchant's Oath



If you agreed to help Zunari acquire more merchandise for his stall, you can offer the Town Flower from your delivery bag to the Traveling Merchant on Child Isle. He will offer an Exotic Flower in exchange and ask for 20 Rupees. Then he will begin sending Exotic Flowers to Zunari's stall as part of the merchant's oath.

In order to continue helping Zunari, you'll have to return to Windfall Island and speak with him about this trade. Head there whenever you want, but we'll eventually guide you back there if you're willing to wait.

Chu Must Love Jelly!



On the east side of Child Isle is another Blue ChuChu. Collect its Blue Chu Jelly and be on your way! Aren'chu getting tired of these puns yet?

Star Island (B1)

Sunken Treasure #7



Now, we know you haven't forgotten the Squid-Hunt minigame on Windfall Island—it's more than a little challenging. Well, if you managed to win Treasure Chart #7, you can open it to reveal the location of a Silver Rupee, which will hopefully make up for how many Rupees you spent playing that minigame.

So Close!



Underneath the boulder on the island's southwest tip is a secret cave. Blow the boulder up and hop into the hole. Once inside, you'll find three Magtails at the center of the room. Defeat them and two Blue Bokoblins will jump out of one of the gargoyle-like mouths along the wall. Defeat them and two Shield Bokoblins will pop out. If you knock them out, two Moblins will appear. Defeat the Moblins and a treasure chest containing Piece of Heart #27 will appear. Only one more to go!

83 PIECE OF HEART #27

Chu'll Have to Look Harder

Underneath the southwest boulder is a Blue ChuChu. Defeat it and you'll have one more Blue Chu Jelly to take to Doc Bandham.



FORSAKEN FORTRESS (A1)



Exterior



MAP LEGEND

- A – K To/From
- Skull Hammer
- Dungeon Map
- Compass
- Chest #1 (Piece of Heart #1)
- Chest #2 (Yellow Rupee)

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1. DÉJÀ VU?

There will be no catapulting into the Forsaken Fortress this time, so we'll have to get past the fortress's defenses to get back in and give Ganon the ol' one-two and finally rescue Aryll.



To get back into the Forsaken Fortress, you need to destroy the large wooden door at the front of the fortress with your Cannon. Destroy the two cannons on either side of the door to make your life a bit easier, then focus on the door. After a few direct hits, the door will break, allowing you to sail Red inside.



Handle the Forsaken Fortress in almost the same way as your first trip, with few exceptions—one of them being that you no longer have to sneak around. You'll start by traversing the mini-dungeon from the same landing and you'll have to take out the searchlights like you did last time.

Instead of alerting guards to your presence for an express trip to the Forsaken Fortress's jail cell, the searchlights will call waves of Miniblins to your location and will also set fortress cannons on you. You can't get back to the tower while cannons are firing at you, so you'll have to take the searchlights out.



Start by heading up to the center of the courtyard where the two searchlights are roaming. As you approach the center of the courtyard, a large black figure holding a giant sword appears behind Link. Without warning, he goes on the attack!

Boss: Phantom Ganon



Phantom Ganon spends most of his time floating in the air and throwing blue orbs at you. To defeat him, hit the blue orb back at him. This will start a rally where you'll have to hit the blue orb back at Phantom Ganon as he hits it back at you. After rallying for a bit, the orb will eventually hit Phantom Ganon, which will lower him to the ground, giving you the opportunity to strike with your Master Sword.



Phantom Ganon will also occasionally teleport right next to you to do some direct damage. Either parry attack or roll away and then return to strike Phantom Ganon with your sword.



Phantom Ganon doesn't take too many hits to defeat, so use your attack opportunities wisely and you'll have that Ganon imposter dealt with in no time.

2. DISABLING THE SEARCHLIGHTS



After defeating Phantom Ganon, a chest in the center of the courtyard will appear. Open it to obtain the Skull Hammer, an item you can use for pounding pegs, and enemies, flat like pancakes.



Head to the stairs leading to the second floor, and use the Skull Hammer to pound the pegs blocking your path into the ground.



84 SKULL HAMMER

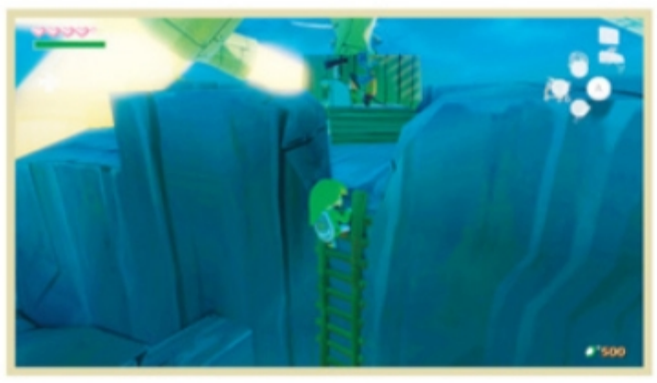
SECOND FLOOR



Before you can head to the tower where Aryll is being held, you must first disable all of the searchlights in the same manner as your first trip here. They are all in the same location, so you won't have any trouble finding them, but in case you need a refresher, we'll give you a quick rundown of where all of the searchlights are.



At the top of the stairs you used to access the second floor, turn right and head past the archways on your left. Take the ramp and climb the ladder at its top to reach the first searchlight. Defeat the Bokoblin controlling the searchlight to disable it.



Head back down the ladder and the ramp, and turn right into the archway. Take the hall on your right. Go through the door ahead, then head to the door on the room's opposite side. Take a left through the first opening, climb the ladder, and defeat the Bokoblin to disable the second set of searchlights.



Head back down the ladder and through the door you used to enter the area. Take the door at the room's opposite end and then head to the door at the end of the hall.



Defeat the Shield Bokoblin, then use your Deku Leaf to glide to the platform on the room's opposite end. Use your Skull Hammer to pound the pegs down, then head through the door.



Take the first opening on your left and continue up the ramp. At the top is a ladder leading to the third and final set of searchlights. Shut them down in the same manner, then climb back down the ladder and take the left side of the hall to the door at the hall's end.

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3. A BIT OF REVENGE



Use your Deku Leaf to glide to the room's other side and head through the door. Go straight down the path and take the door. Do it quickly or the Moblin statue above the door will begin firing lasers in much the same way as a Beamos.



Now's your chance to get revenge on the Moblins that forced you to hide in a barrel the last time you were here. The same two Moblins that were here on your last visit are patrolling the end of the room. Show them your new friend, the Master Sword. Or if you're the peaceful type, just take the double doors at the top of the stairs on the room's other side.

4. TO ARYLL!



Head up the stairs and turn around at the top. Go straight and take the first left, just past the window on the building to your left. This area is swarming with Miniblins, so don't spend too much time in one place unless you want to get mobbed.



Travel up the ramp and hammer the pegs down with the Skull Hammer. Up ahead is the first of the two gaps leading to the tower. Sidle along the wall to the other side, avoiding the Miniblins that plague the area. Head up the path until you reach the second gap, then sidle along it too.



Continue up the path to the same wooden doors you entered through on your last trip here. Hit the peg in the center of the floor to unlock the wooden doors. Save your game and then head on through.



Whew! Aryll and the others are still safe. And, as luck would have it, Tetra and her crew are here too! They offer to escort the girls back to their homes, all in the spirit of charity! Or profit...Tetra IS a pirate, after all. Unfortunately, Link can't join Aryll on her journey home; he's got a bird to catch.



The aggravating avian, the monstrous mallard, the ruinous raptor that kidnapped Aryll and started all of this flies to the bottom of the tower, thinking he'll get the better of Link, much as he did the last time Link challenged him. Let's give him several reasons why he should never underestimate Link.

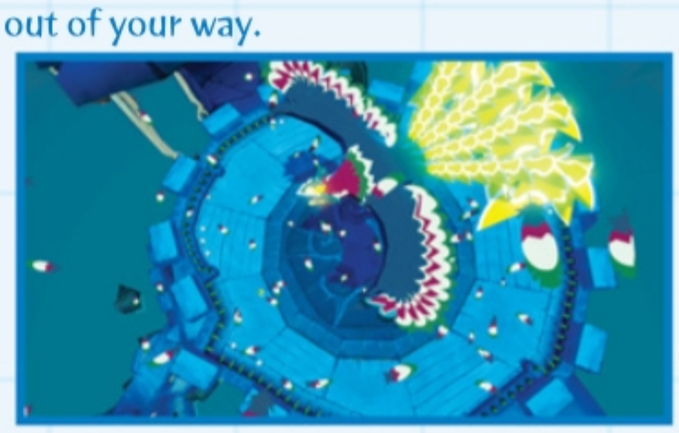
Boss: Helmaroc King



This fight comes in two parts. The first has you racing the rising water level to the top of the tower. You'll have to run up the path leading counterclockwise around the tower while the bird, whose name is the Helmaroc King, breaks the floor out from beneath you. Do not stop for anything! Just keep running and rolling up the path as quickly as you can, ignoring any of the Bokoblins or pots you encounter along the way. If you do fall off the path, use your Grappling Hook to grab one of the posts that line the wall and swing back onto stable ground.



At the top of the tower, the Helmaroc King blocks your progress. Pull out your Skull Hammer and smack him in the face to get him out of your way.



The Helmaroc King falls into the water below, seemingly defeated. Unfortunately, this is a two-part fight. As the hole in the top of the tower closes, the Helmaroc King rockets through it just in time to challenge Link to round three. Now the real fight begins.



The Helmaroc King spends most of his time flying around the tower, only flying in to attack. He will swoop in with his claws and begin raking the floor in an attempt to hit you. This is his fastest move, so be on your toes and roll to the left or right of the bird king's claws.



His other two attacks require him to land on the tower to attack you more directly. The first of those attacks has the Helmaroc King flapping his wings to blow Link into the spikes lining the tower's walls. When this happens, roll toward the Helmaroc King as quickly as you can until he stops.



The second of the tower-based attacks is also your chance to damage the Helmaroc King. He will wobble-walk toward you and slam his beak into the floor in an attempt to smash you. If you dodge out of the way, the Helmaroc King will get his beak stuck in the floor, giving you the perfect chance to smack him in the face with your Skull Hammer.



Hit him in the face four times to break his mask. The fight will continue in the same manner after his mask is removed. Now, hit his head six more times with the Skull Hammer and this egregious eagle will be done terrorizing the skies once and for all. Collect the Heart Container he leaves behind as a reminder of your conquest.

Nintendo Gallery Notice



This is it: your one and only chance to get a picture of the Helmaroc King! Snap a pictograph before the boss battle ends, or you'll miss your chance to unlock the Helmaroc King's figurine.

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5. TO GANON!

The Helmaroc King may have kidnapped Aryll and the others, but he did so on orders from Ganon. The Helmaroc King is no more, but the mastermind behind all of the attacks on the Great Sea is still in need of a proper reintroduction to the Master Sword.



Head up the ramp that was blocked off by the floor spikes during the fight with the Helmaroc King and take the door at the ramp's top.



Ganon stands on the far side of the hut at the top of the Forsaken Fortress, smirking menacingly. He introduces himself by his real name: Ganondorf. He informs Link that the Master Sword was used not only for defeating evil, but also to seal it. When Link drew the sword from the pedestal, he released the seal that was holding Ganon's magical powers at bay.



After hearing this news, Link rushes toward Ganondorf in a fury, attempting to put an end to the master of evil, but his attack hits nothing but air. Ganondorf brandishes a sword in front of Link's face. Before he can harm the pint-sized protagonist, Tetra swoops in to assist Link.



Despite their best efforts, Link and Tetra cannot best the master of evil. Ganondorf grabs Tetra by the throat, but before he can act out his evil plan, a symbol of the three golden triangles lights up on the back of his hand. Then the most peculiar thing happens: Ganondorf calls Tetra "Princess Zelda."

Wasn't Princess Zelda part of the legend too? The story of the Hero of Time who used...what was it...the tri...something. Oh yeah! The Triforce of Courage! And Zelda used her Triforce of Wisdom to stop Ganon's Triforce of Power. That's what those triangles must be! The Triforce!

But why would Ganondorf call Tetra "Zelda"? We should probably worry about that later.

RETURN TO THE FORSAKEN FORTRESS: THE HUNT FOR ARYLL CONTINUES



Just before Ganon can act out his nefarious plans, Prince Komali and Quill swoop in and grab Link and Tetra out of Ganondorf's possession. After that, Valoo, the spirit of the skies, flies up to Ganondorf's level and blasts him with fire.



Outside of the tower, Red insists that Tetra and Link head back to the underwater castle.

Nintendo Gallery Notice



The moment you gain control of Link, whip out your Deluxe Picto Box and take Tetra's picture. Do this before you delve too deep into Hyrule Castle, or you'll miss your chance to unlock Tetra's figurine!



Red will take you to the castle automatically. Once there, someone calls to Link and Tetra through the Pirate's Charm. Tetra wants answers, as she is supposed to be the only one capable of using the charm and the King of Red Lions is currently with you.

Head back into the room underneath the statue for the answers. We'll let you discover the truth alone.



RESTORING EVIL'S BANE: THE EARTH TEMPLE

Ganondorf said that a Master Sword without a sparkle will never be able to defeat him. The Master Sword is powered by the gods and the gods only power the sword when they are being prayed to. Red believes that something bad might have happened to the sages of the Wind and Earth Temples. Ganondorf has done his fair share of damage around the Great Sea, and it would definitely be in his best interest to disrupt the Master Sword's power.

We need to check those temples quickly, but before we can do anything, we have to stop at Mother & Child Isles. Word around the Great Sea is that a Great Fairy living on Mother Isle has something that might be able to help us.

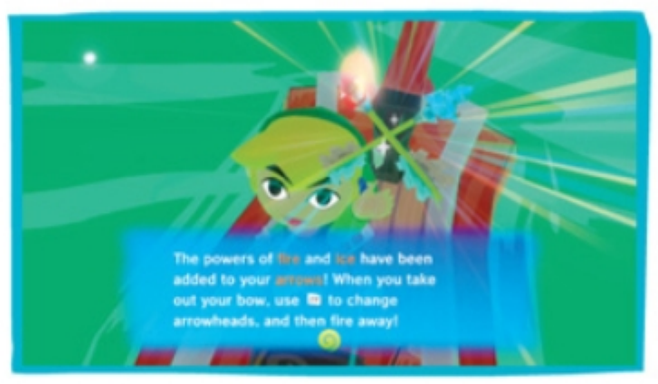




Conduct the Ballad of Gales and warp to Mother & Child Isles (B2). You'll be warped directly inside Mother Isle, where the childlike Queen of Fairies is waiting to greet you. Aware of your battle against Ganondorf, the Queen offers you the power to change the arrows of your Hero's Bow to shoot fire and ice. Those will undoubtedly be helpful during your quest.

NOTE

Fire and Ice



The Fire and Ice Arrows take a bit of your Magic Bar with every shot fired, but other than that, they function exactly like your normal arrows. You can switch between Fire, Ice, and normal arrows by pressing ZR while your Hero's Bow is out.

Fire Arrows can burn enemies, and they can melt ice and burn certain objects you'll come across on your journey (we'll point out these objects when we get to them). Ice Arrows can freeze enemies and can make platforms when fired into lava.

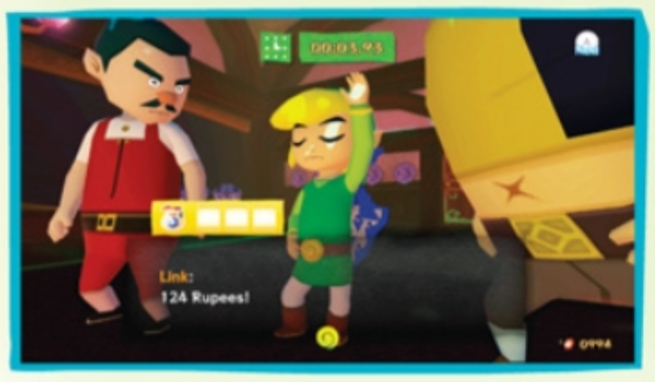
With the Fire and Ice Arrows in your possession, we're ready to head to our next destination: Fire Mountain (F3). Items called the Power Bracelets are supposed to be hidden within the depths of the Fire Mountain; surely they can help us along our quest!

Conquering the Great Sea

Windfall Island (D2)

NOTE

Back for More



If you didn't have enough Rupees to purchase all of the rare items the auction house had in stock the last time you were here, now's your chance to finish the job.

Conquering the Great Sea, continued

On the Trade Route



Head back to Zunari's stall and speak with him on the larger left counter. If you traded the Town Flower to the Traveling Merchant on Mother & Child Isles (B2), Zunari will thank you for your assistance and will tell you that new merchandise is already pouring in.

A Never-Ending Supply of Joy



If you've been collecting Joy Pendants from all of the Bokoblins you've defeated, you should have around 20 more total pendants. Bring these to Mrs. Marie to add to the ones you already gave her, bringing your total to 41.

Overjoyed by your endless pursuit to spread happiness to those you meet, Mrs. Marie will give you Treasure Chart #45 as proof that the pursuit of happiness doesn't always have to be its own reward.



85 TREASURE CHART #45

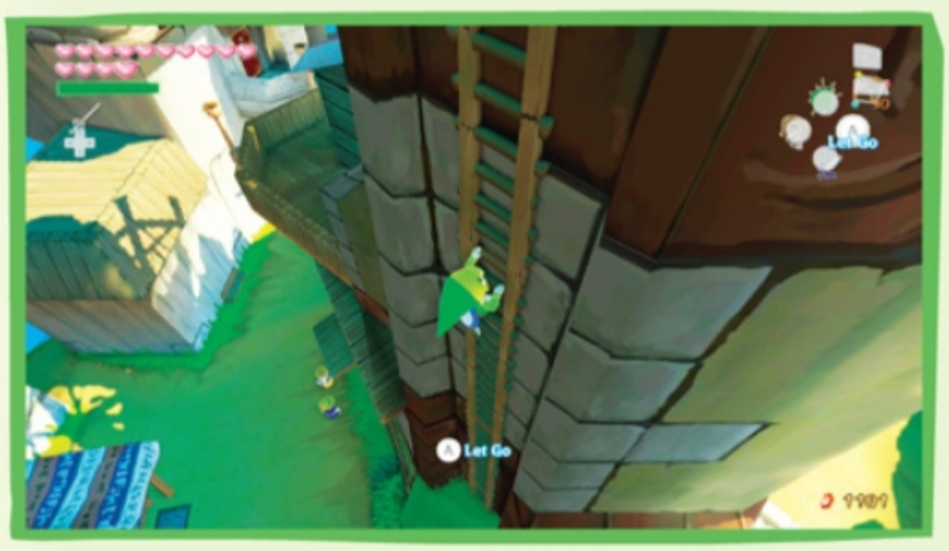
Relighting the Lighthouse



The Windfall Island lighthouse and windmill have been out of commission for who knows how long. If you're willing to put some time into fixing them up, you'll earn Pieces of Heart #28 and #29.



At the top of the ladder is a switch. Stand on it and conduct the "Wind's Requiem." Set the wind blowing north and the windmill will reactivate.



Start by climbing the ladder behind the lighthouse. The lighthouse is on top of the "Squid-Hunt" minigame building and the ladder behind it is up and to the left of the stairs straight ahead of Zunari's stall (the stairs that lead to the center of town).



Head through the "Squid-Hunt" minigame building to the door on its second floor. Follow the deck to the platform in front of the windmill carriages, then conduct the Song of Passing to turn day into night.

Conquering the Great Sea, continued

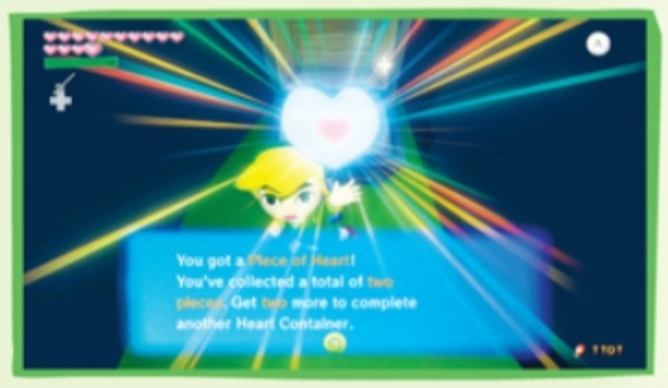


Hop onto one of the windmill carriages and pull out your Hero's Bow, making sure to set Fire Arrows. At the top of the windmill and to your right is the lighthouse's unlit torch. Shoot a Fire Arrow into the spinning hornlike object to light the torch at its center.



The lighthouse will begin shining again and a treasure chest will appear on a small island southwest of the bomb shop. Talk to Kreeb, who you passed on your way to the windmill carriages, during daytime hours and he'll give you Piece of Heart #28.

86 PIECE OF HEART #28



Head to the bomb shop, set the wind blowing southeast, and use your Deku Leaf to glide to the small island that the treasure chest appeared on. Open the chest and you'll receive Piece of Heart #29.

87 PIECE OF HEART #29

The Power of Blue Jelly



After facing countless Blue ChuChus, you've probably collected what feels like an endless supply of Blue Chu Jelly, but your efforts are about to be paid in full! Head to Doc Bandham's potion shop with an Empty Bottle, then offer him 15 Blue Chu Jellies and he'll make you an amazing potion that can refill your health and your Magic Bar! On top of that, he will give you a refill for every additional five Blue Chu Jellies you bring him. If you're low on Blue Chu Jelly, you can just buy a Blue Potion for a measly 60 Rupees.

From Riches to Rags



Mila and her father have fallen on hard times. Once the wealthiest family on Windfall Island, they are now among the poorest, after Mila's father paid Tetra's enormous "service fee" for bringing Mila back from the Forsaken Fortress. Now Mila spends her days working at Zunari's stall, which is a lifestyle that doesn't seem to be suiting her particularly well.



You can find Mila spending her nights standing in the space between the auction house and Doc Bandham's potion shop. Talk to her and she'll shoo you away. Head up the stairs leading to Zunari's stall and Mila will begin suspiciously heading to the entrance of town.



Follow Mila carefully and quietly, jumping from cover to cover to avoid her catching you. She'll run up the slope toward Tott, then up the wooden slope leading into the center of town. She'll head to the right of the Squid-Hunt minigame shop and then into Zunari's stall. Something tells us she's not trying to get an early start on her work.

Conquering the Great Sea, continued



As soon as you see the Blue Rupee icon above her head while she inspects Zunari's safe, rush toward her and talk to her. Caught red-handed, Mila will plead with Link to let her go. Respond to her pleas by selecting the top response on every question. She'll eventually realize that stealing is no way to improve her life. She decides that hard work and perseverance are the only methods for getting her back to the lifestyle she's accustomed to.



She'll thank Link for showing her that there is a better way for her to overcome her problems, handing him an Empty Bottle in thanks.

88 EMPTY BOTTLE #4

The Fastest Way to the Heart Is Through the Stomach



Maggie and her father have replaced Mila and her father as the richest family on Windfall Island. Maggie's father made a fortune off of Skull Necklaces, which enabled him to move into Mila's old house as soon as she and her dad moved out.

Maggie seems to be adjusting to her new lifestyle all right, but there is one thing her father's fortune can't buy: love. During her time in the Forsaken Fortress, Maggie fell for a kindhearted Moblin named Moe. She sends Moe letter after letter expressing these sentiments, but she never receives mail in return.



You can find Maggie on the second floor of the auction house, which you can reach by going up the stairs to the right of the "Squid-Hunt" minigame. Talk to Maggie and she'll ask you to send yet another love letter to her beloved Moe. Deliver the letter to the postbox at the town entrance, then head back to Maggie.



Upon reentering Maggie's house, you'll find the Rito postman Ilari arguing with Maggie's father, who is refusing to let Ilari deliver Mo's letter to Maggie. He demands that Ilari leave immediately, but Ilari is a postman and a postman always delivers. Ilari, tired of being refused by Maggie's stubborn father, heads to the cafe to sulk and try to figure out how he can do his job with such a seemingly impassable hurdle in front of him.

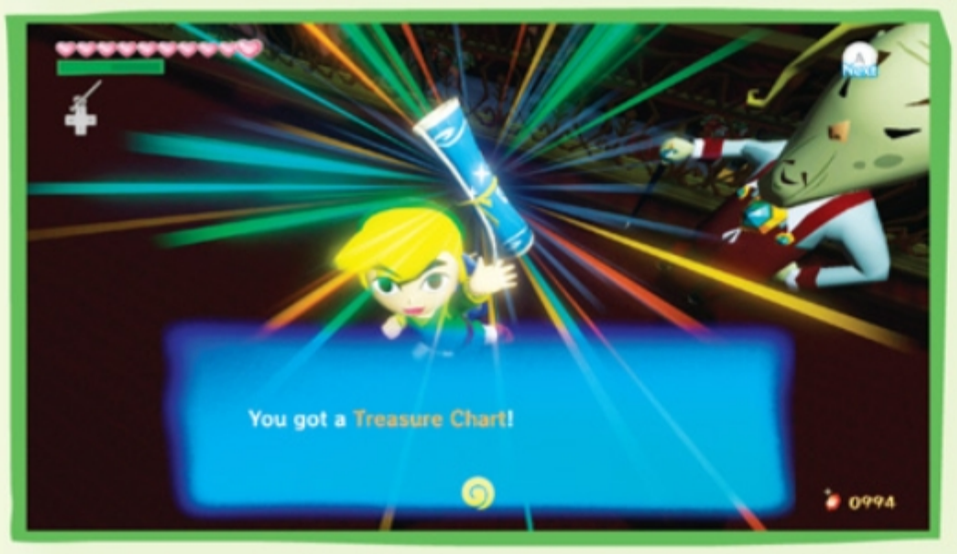


Head to the cafe, which is up the stairs directly above Zunari's stall. Talk to Ilari and he will ask you to take Moe's letter to Maggie. Agree to help your Rito pal, then head back to Maggie and do just that. Maggie is so overjoyed that her precious Moe has sent her a letter that she gives you Piece of Heart #30.

89 PIECE OF HEART #30

Conquering the Great Sea, continued

The Price of Skull Necklaces



On your way out of Maggie's home, offer her dad 20 Skull Necklaces and he'll give you Treasure Chart #2 in return. He'll then begin to pay you for every Skull Necklace you bring him afterward.

90 TREASURE CHART #2

The Most IN-credible Letter



Around this time, you should have a letter from the fairy-man Tingle (the guy you freed from Windfall Island's jail). Inside the letter is the IN-credible Chart, a mysterious map of the Great Sea that points out the location of Triforce Charts and golden triangles. We'll have to keep an eye out for these items during our travels!

91 IN-CREDIBLE CHART

Sunken Treasure #18



If you won Treasure Chart #18 from the auction house, you can open it while in this sector to reveal the location of a Purple Rupee.

Six-Eye Reef (D4)

Sink Those Ships!



Destroy all of the wall-mounted cannons and Warships that inhabit the inside of the reef, and a treasure chest containing Treasure Chart #26 will appear on one of the reef's many eyes. To reach the Treasure Chart, walk up the slope near the reff's entrance, head to the highest point on the wall, set the wind blowing toward the chest, and use your Deku Leaf to glide there.

92 TREASURE CHART #26

Southern Fairy Island (D6)

A Good Investment



Remember the shop ship run by the Beedle wearing the centurion helmet? It had a Piece of Heart, an Empty Bottle, and Treasure Chart #4. Well, it seems the 900 Rupees you spent on the Chart is about to be money well spent. Open the chart while in this sector to reveal the location of Piece of Heart #31.

93 PIECE OF HEART #31

Conquering the Great Sea, continued

An Explosive Upgrade



To get into the Great Fairy's conch house, you'll need to plant a bomb in front of the boards that are blocking it. After blasting the boards, speak with the Fairy and she'll upgrade the size of your Bomb Bag as a show of gratitude.

Never Been Chuless



To the right of the Great Fairy's front door is a Blue ChuChu. The ChuChu is hiding right by the palm tree.

Cannonical Nonsense



There are three Sea Platforms gathered near each other. Two of them have ladders. Destroy the cannons on the two that have ladders and a treasure chest containing Treasure Chart #40 will appear on the Platform without a ladder. Climb up one of the Platforms and use your Deku Leaf to glide to the treasure chest.

Note: you probably want to destroy the cannons on the ladderless Sea Platform; they can be rather accurate when firing and will easily knock you out of the air while you're gliding toward the Platform.

94 TREASURE CHART #40

Private Oasis (E5)



Head to the Private Oasis (E5) and approach the door of the cabana. The snarky door-butler will refuse you entry until you show him your Cabana Deed. Enter the cabana and grapple onto the hook hanging from the ceiling. The fire in the fireplace will go out, revealing a secret passage beneath it. Enter the passage, then take the first right.



Follow the path until it forks, at which point take another right and drop down the ladder. Enter the hole on the same wall as the ladder, then follow these directions if you want to score some extra Rupees on your way:



Go ▶, ◀, then ◀ again to reach a room full of pots that are full of Rupees. Turn around and crawl back in the hole you entered this room from and go ▶, ◀, ▲ for a second room full of Rupee-filled pots. Now back out of the room and go ◀, ◀, ▶ to reach a ladder leading out of the tunnel system.



Hammer down both pegs to open both of the gates, then head through the passage on your left and jump down the ladder.

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LEGENDARY CHECKLIST

Conquering the Great Sea, continued

A Quick Stop

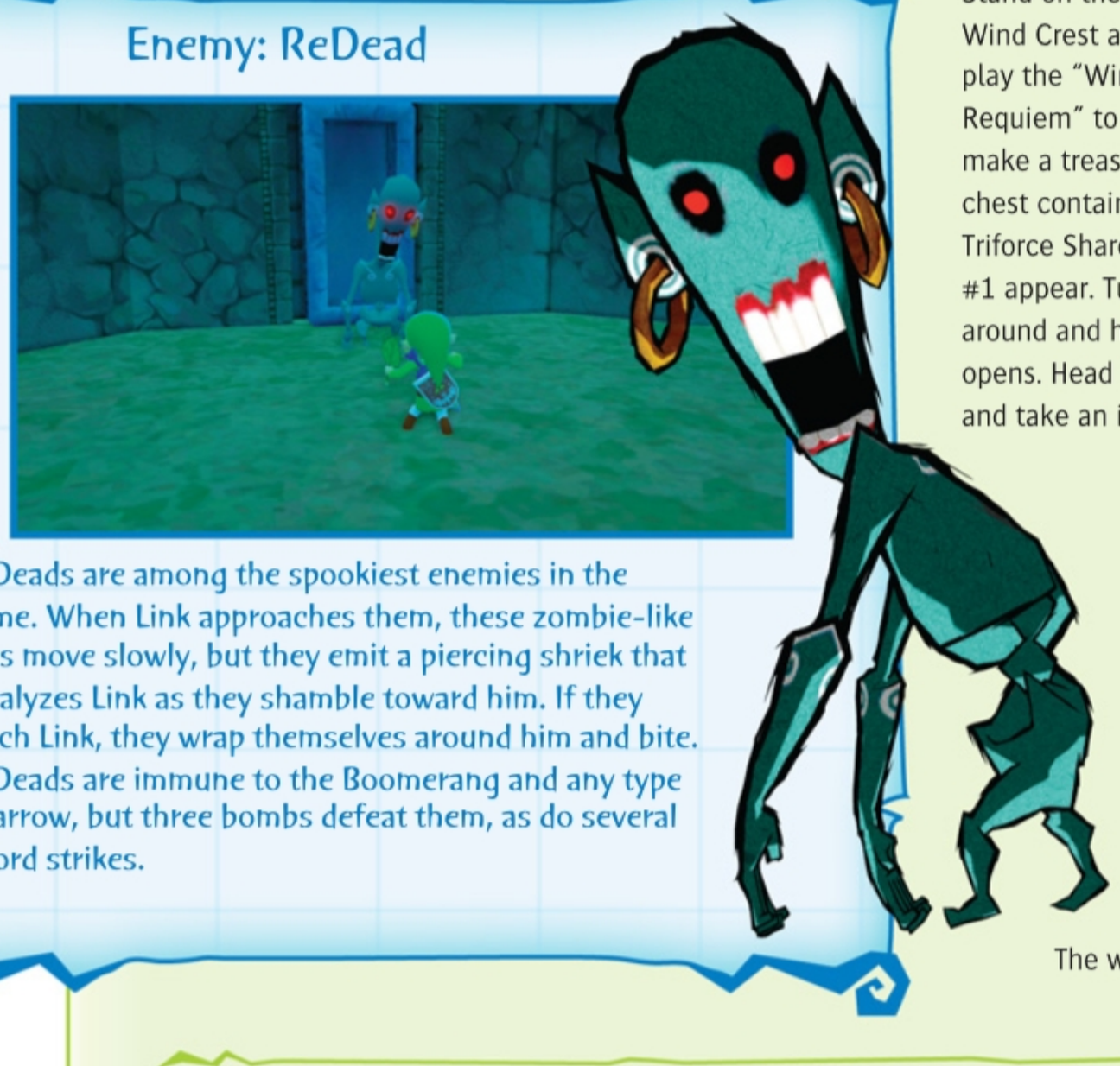


If you head through the hole to the left of the ladder and follow the path to its end, you'll reach a treasure chest containing an Orange Rupee.



Head through the hole in front of the ladder and follow it to the other side. Climb the ladder and hammer the peg on the room's right side, then jump down the hole on the room's north end and defeat the ReDeads. Break the pots in the room to reveal another hole. Crawl into the hole and up the ladder at its end.

Enemy: ReDead



ReDeads are among the spookiest enemies in the game. When Link approaches them, these zombie-like foes move slowly, but they emit a piercing shriek that paralyzes Link as they shamble toward him. If they reach Link, they wrap themselves around him and bite. ReDeads are immune to the Boomerang and any type of arrow, but three bombs defeat them, as do several sword strikes.



Stand on the Wind Crest and play the "Wind's Requiem" to make a treasure chest containing Triforce Shard #1 appear. Turn around and hammer the peg to your right, and enter the gate it opens. Head through the opening on the room's northeast side and take an immediate right.



95 TRIFORCE SHARD #1



The warp leading out of this maze is in the room ahead.

Personal Sliding Panel Puzzles



On the wall of the main room of your private cabana are two pictures: one complete and one scattered and confusing. The scattered picture is a sliding panel puzzle that you can play for Rupees; the complete picture is how it should look. Use it for reference.

For every puzzle you solve, you'll receive 50 Rupees. If you complete all 16 of the puzzles, you'll receive an additional 200 Rupees.

Conquering the Great Sea, continued

Greatfish Isle (B4)

Link, Businessman Extraordinaire



Head to the rear of the Greatfish Isle's main beach to find another Traveling Merchant. Offer the Traveling Merchant the Sea Flower you traded the Town Flower for and you'll receive an Exotic Flower.

Rock Spire Isle (B3)

Sunken Treasure #2



If you received Treasure Chart #2 by giving Maggie's dad 20 Skull Necklaces, now's your chance to open it and learn the location of Piece of Heart #32. You've now completed your eighth Heart Container!

96 PIECE OF HEART #32

Islet of Steel (B5)

The Mysterious Purple Chart



If you head to the Islet of Steel and destroy the Warship that is blocking the entrance, you'll find a shrine with a crest that has that golden triangle on it. In front of that is another crest that has a symbol that means "wind."



Play the "Wind's Requiem" on that Wind Crest. A treasure chest containing another Triforce Chart appears on the golden crest! What's even more shocking is that one of the purple charts on the IN-Credible Chart has been crossed out. It seems the IN-Credible chart is directly linked to the Triforce Charts.

97 TRIFORCE CHART #1

Five-Eye Reef (B6)

Roll the Dice!



Destroy all of the wall-mounted cannons and Warships inside the reef. A treasure chest containing Treasure Chart #41 will appear on one of the reef's many eyes. Walk up the slope near the reef's entrance, head to the highest point on the wall, set the wind blowing toward the chest, and use your Deku Leaf to reach the Treasure Chart.

98 TREASURE CHART #41

Western Fairy Island (A3)

Cupid's Cousin



Use your Skull Hammer to pound the peg in front of the Great Fairy's conch; this makes the flames blocking her door disappear. Head inside and talk to the Great Fairy. As a show of her appreciation, the Great Fairy will increase the number of arrows you can hold. Great Fairies sure are great!

Another ChuChu for You

To the left of the Great Fairy's front door is a Blue ChuChu. Walk over to the tree and it'll pop up out of the ground. Defeat it to add another Blue Chu Jelly to your private reserve.

Sunken Treasure #8



If you grabbed Treasure Chart #8 from Horseshoe Island (A7), you can open it in this sector to reveal the location of a Silver Rupee.

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Conquering the Great Sea, continued

Three-Eye Reef (A4)

Plunder the Treasure!



You can find Treasure Chart #32 by destroying all of the wall-mounted cannons and Warships that have taken up residence inside the three-eyed reef. After you've cleared out all the enemies from the reef, a treasure chest will appear on one of the reef's three eyes. On the wall's base near the reef's entrance, follow the slope to its highest point. Set the wind blowing toward the treasure chest and use the Deku Leaf to reach Treasure Chart #32

99 TREASURE CHART #32

Sunken Treasure #38



Treasure Chart #38, which you got from the auction house on Windfall Island, can be opened in this sector to find the location of Piece of Heart #33. One down, three to go!

100 PIECE OF HEART #33

Four-Eye Reef (A2)

The Fort Fight Continues!



By now you know the drill: Destroy the wall-mounted cannons and Warships that have taken up arms inside the reef, then head up the wall from the slope by the entrance and glide to the eye with the treasure chest on it. Inside the treasure chest is Treasure Chart #19. Ganondorf sure is going to be mad that you destroyed so much of his navy.

101 TREASURE CHART #19

Sunken Treasure #41



Open the Treasure Chart you snagged from Five-Eye Reef to find the Great Fairy Chart. You don't need this Chart, since we'll take you to meet all of the Great Fairies of the Great Sea, but if finding every treasure from every Treasure Chart is something you just HAVE to do, then open Treasure Chart #41 and pull that Great Fairy Chart out of the ocean's depths.

102 GREAT FAIRY CHART

Forest Haven (F6)

Sunken Treasure #31



When you showed Kamo the picture of a full moon back on Windfall Island, he awarded you with Treasure Chart #31. Apparently that Chart carried with it a piece of Kamo's heart, because when you open Treasure Chart #31 and pull up the treasure it revealed, you'll get Piece of Heart #34.

103 PIECE OF HEART #34

Conquering the Great Sea, continued

Five-Star Isles (G7)

Sunken Treasure #33



Man, taking pictos for all of those people on Windfall Island was definitely worth it. Treasure Chart #33, which you got from Minenco, reveals the location of Piece of Heart #35. Only one more Piece of Heart to get another Heart Container!



Cliff Plateau Isles (G6)

No More Spiked Vines!



The only way to traverse the Cliff Plateau Isles (G6) and reach the largest isle is through the Secret Cave on one of the smaller isles. Start by walking up the slope of the first of the four smaller isles, then hop across each one until you reach the Secret Cave's entrance.



Once you open the chest, you'll receive a Joy Pendant and all of the vines surrounding you will disappear, allowing you access to the Baba Bud again. Use it to reach the tops of the tree stumps, and then look for a wooden gate nearby. Burn away the wooden gate with Fire Arrows, revealing a ledge and an alternate exit from this Secret Cave.



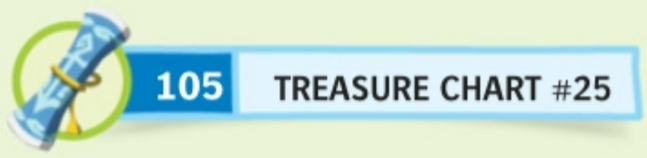
This cave has a few obstacles to overcome as you try to reach the other side. First, jump along the circular platforms to reach the higher part of the cave.



Once past the circular platforms, make your way around a wall of thorns that sprouts from the ground when you get close. Move slowly to avoid charging into them. Defeat the Boko Baba near the two tree stumps, and it will drop a Baba Bud. Use this to reach the tops of the two nearby tree stumps, and then carefully hang and drop to the chest below. The chest will immediately be surrounded by spiked thorns, giving you no way to escape.



Use the Deku Leaf to glide from the closest tree stump to the ledge. Walk into the shaft of light, and you appear on top of Cliff Plateau Isle. Here you'll find a Blue ChuChu, a Withered Deku Tree, and a chest containing Treasure Chart #25.



Bird's Peak Rock (G5)

Make sure you have a couple of Hyoi Pears before going for this Triforce Chart—if necessary, you can buy some from Beedle in front of Forest Haven (F6).

Sail to Bird's Peak Rock (G5). Use your Grappling Hook to reach the top of the short island, where you find a cavern sealed by a metal gate. Defeat a Blue ChuChu here.





Atop each of the nearby rock spires are Kargorocs sitting in nests that contain crystal switches. Take out each Kargoroc with the Hero's Bow. Scan the peaks with your Telescope to be sure you got them all.

NOTE

Work Smart, Not Hard

You don't have to take out every Kargoroc, but the next part is easier if you do.

Now, use a Hyoi Pear to take control of a seagull. Fly it to each of the five peaks of the island and hit the crystal switches.



When you trigger all five crystal switches, the metal gate sealing the Secret Cave below you opens. Enter it and drop down the hole to find an altar with the Wind Crest. Stand on the Wind Crest and conduct the "Wind's Requiem." A chest containing Triforce Chart #2 appears.



106 TRIFORCE CHART #2

Thorned Fairy Island (G4)

A Bit of Weed-Whacking



Use the Skull Hammer to hit the three pegs in front of the door. This makes the weeds blocking the Great Fairy's door disappear. Head inside and speak with the Great Fairy to receive an upgrade to how many arrows you can hold.

More Blue ChuChus for You



To the right of the Great Fairy's door, near the palm tree, is another Blue ChuChu.

Tingle Island (C3)



We still have no clue what the Triforce Charts do, but we might know someone who does. Remember that strange man in the fairy costume who we freed from Windfall Island's jail? He was adamant that we come to him if we ever have any issues with charts of any kind. Well, let's head over there and see what he can make of these Triforce Charts.



Tingle's at the top of the tower in the center of the island. He will charge 398 Rupees to translate each Triforce Chart. This is going to be worth the money, so if you have 1,194 Rupees to translate all three Charts, go for it!

Conquering the Great Sea, continued



Strange...the Charts seem to point out the location of treasure just like normal Treasure Charts do, but if you look at the IN-Credible Chart that Tingle mailed us earlier, there are more golden triangles on the map. Wait...if Treasure Charts take you to treasure, do Triforce Charts take you to Triforces? We'll just have to wait and see if anyone else knows anything about this riddle.

Cyclops Reef (C4)

Blast Those Cannons!



Destroy all of the wall-mounted cannons and Warships inside the reef, just like you did at Six-Eye Reef (D4). The treasure chest containing Treasure Chart #21 will appear on the reef's only eye. To reach it, head back to the reef's entrance and walk up the slope at the base of the wall. Head to the highest point on the wall, set the wind blowing toward the chest, and use your Deku Leaf to reach Treasure Chart #21.

107 TREASURE CHART #21

Instant Gratification



Open the Treasure Chart you just grabbed in this sector to reveal the location of the Light Ring Chart. This Chart will show you the location of the static Light Rings that appear on the Great Sea at night. Track them down if you're looking to get more Rupees.

108 LIGHT RING CHART

Pawprint Isle (E2)

Sunken Treasure #30



If you grabbed Treasure Chart #30 from the Tower of the Gods, you can open it in this sector to reveal the location of Piece of Heart #36. That makes your ninth extra Heart Container!

109 PIECE OF HEART #36

Back to the Jelly Dome!



When we first visited the Jelly Dome, there were a few rooms we couldn't access because giant boulders were blocking them. Now that we have Bombs, you can blow the boulders up to get access to two treasure chests—one contains a Purple Rupee and the other a Joy Pendant.

You can also snag a Red Rupee if you grapple the posts on the room's left wall, just after you enter the area. Climb from post to post until you reach a small alcove at the very top. Inside is a treasure chest containing a Red Rupee.

Seven-Star Isles (F1)

The Wizzrobe Terror Towers



There are three Sea Platforms in a row in this sector. The middle Platform is the only one with a ladder. Climb it and a Blue Wizzrobe will appear. Defeat it and another will appear, then another after that. Defeat all three Blue Wizzrobes to make a treasure chest on each Sea Platform appear, one of which is holding Treasure Chart #16; the others are holding a Golden Feather and a Red Rupee.

110 TREASURE CHART #16

Conquering the Great Sea, continued

Sunken Treasure #45

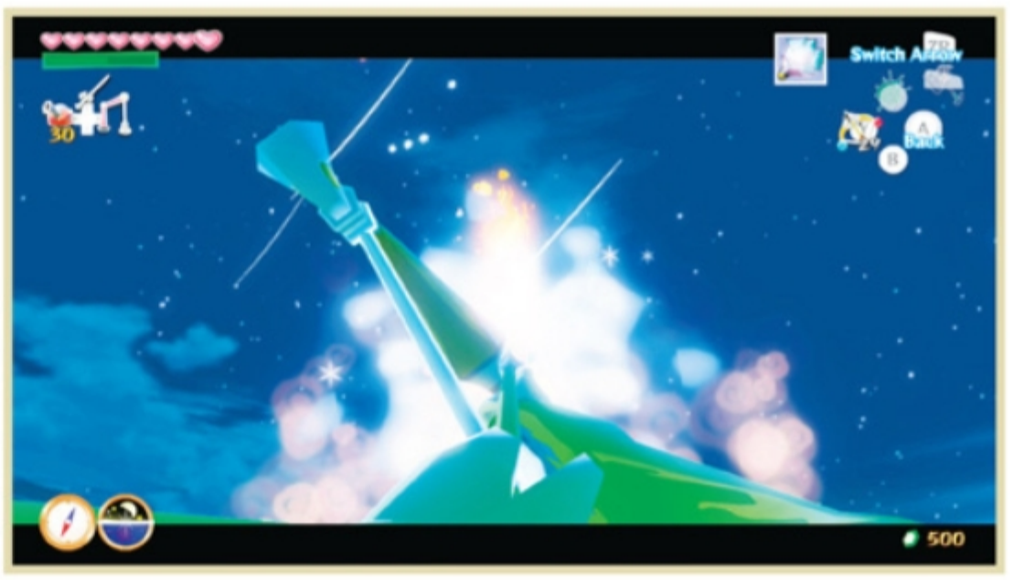


If you gave Mrs. Marie 41 Joy Pendants, you currently have Treasure Chart #45 in your inventory. Open it up while in this sector to find the location of a Silver Rupee.

FIRE MOUNTAIN (F3)



To reach Fire Mountain (F3), conduct the Ballad of Gales and warp to Dragon Roost Island (F2), then head south.



Fire Mountain lives up to its name—it's a steaming, smoldering volcano. Fire an Ice Arrow at the lava plume atop the island to temporarily freeze its flames.

You have five minutes to enter Fire Mountain and get the Power Bracelets before the Ice Arrow's effect wears off. Sail quickly around to the rocky shore on the island's northeast side and start climbing the path to the mountain's summit. Drop into the hole there to enter the mountain.



NOTE

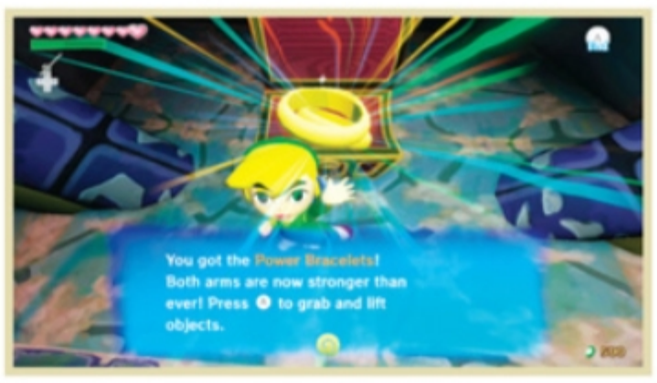
Watch the Clock

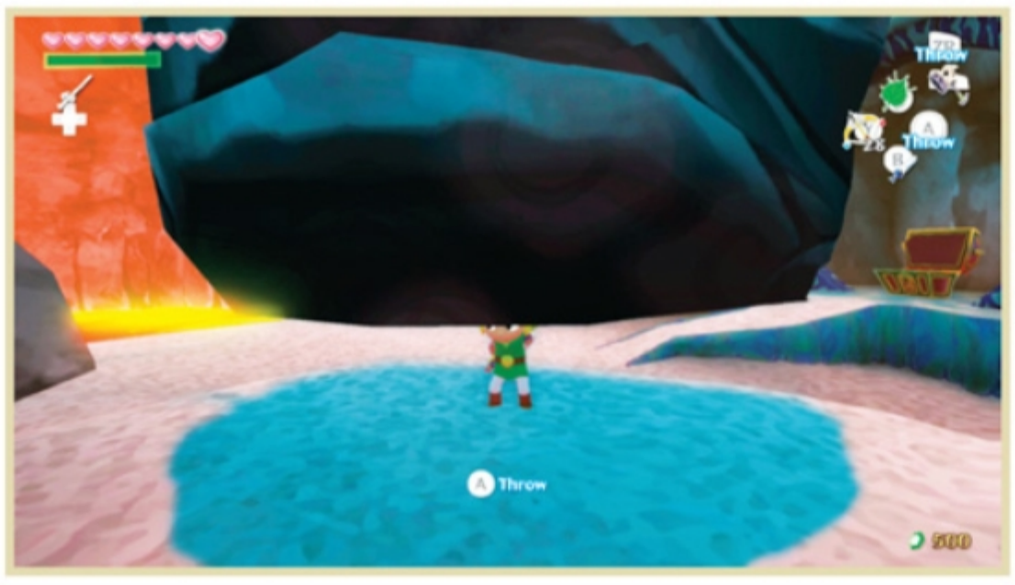
If you enter the mountain with more than 3:30 left on the clock, you're in excellent shape. If you have 2:30 or more left, you're still doing okay. If the clock says 1:30 or less, consider returning to the boat, waiting for time to expire, and freezing the island again.

Use your Boomerang to defeat the Fire Keese inside the mountain, then leap quickly across the platforms floating on the lava lake to reach a ledge with two Magtails. The platforms sink a couple of seconds after you land on them.



Defeat the Magtails with your parry attack. After all the enemies are gone, a chest appears on a nearby pedestal. Open it to get the Power Bracelets, which allow Link to lift extremely heavy objects. The Power Bracelets are always equipped automatically, so you don't need to assign them to any buttons.





Getting the Power Bracelets also stops the clock, so you don't have to worry about the temporarily dormant volcano becoming active. Lift the giant stone head next to the chest to reveal a passage that leads to a warp that returns you to the summit of Fire Mountain. Descend from the mountain and hop in the King of Red Lions.

TIP

Sunken Treasure #37



If you grabbed Treasure Chart #37 from the Secret Cave at the end of Rock Spire Isle, you can open it in this sector to reveal the location of another Silver Rupee.

Conquering the Great Sea

Star Belt Archipelago (G3)

A Freebie!



The Sea Platform in this sector has Treasure Chart #44. To claim it, just open the chest on the Platform. You'll need to contend with cannons and Bokoblins, but you don't need to defeat these threats to reveal the chest.

111 TREASURE CHART #44

Outset Island (B7)

That's a Big Ol' Pig

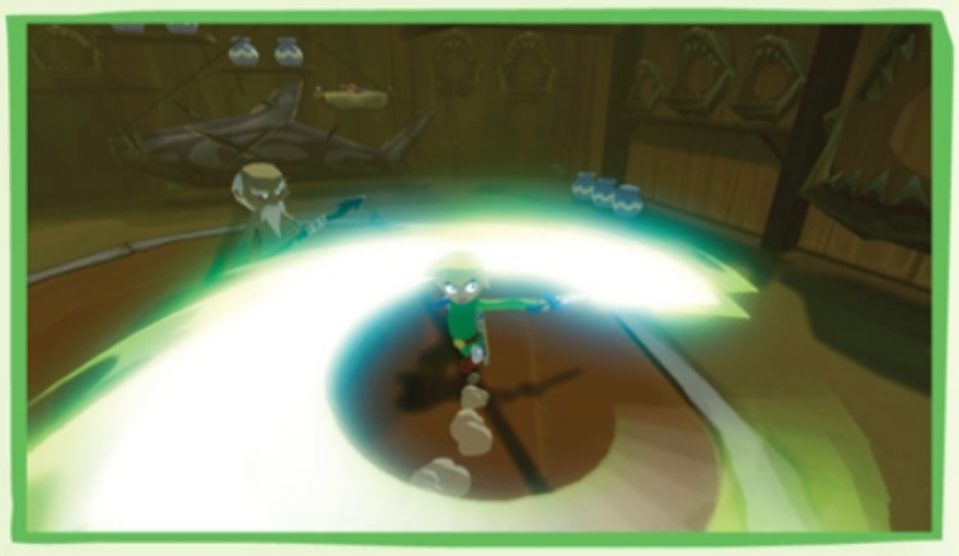


When you return to Outset Island, go up to Rose and Abe's house. Their pigpen holds an extremely fat, gray pig. Abe hints that the pig, given some All-Purpose Bait, loves to dig in dark soil. Carry the pig to the lower area of the island. Cross the wooden planks to the east side, where you see two patches of dark soil.

Put the pig down on the dark gray patch of soil nearest the rocky wall and then spread some All-Purpose Bait. The pig grunts, eats the bait, and then digs, pulling out Piece of Heart #37.

112 PIECE OF HEART #37

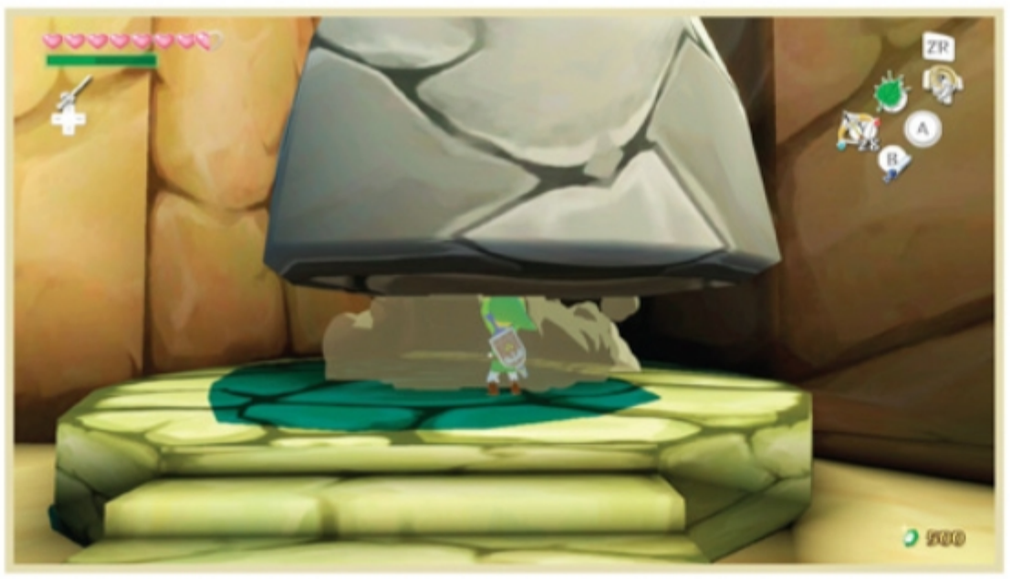
The Hurricane Spin



If you currently have 10 Knight's Crests in your inventory, give them to Orca and he'll teach you the Hurricane Spin, the ultimate spin attack. Just hold down Ⓑ for a bit longer than normal and let 'er rip. This move takes a bit of your Magic Bar, but you'll spin, well, like a hurricane, so it's probably worth it.

HEADSTONE ISLAND (C7)

It's time to visit Headstone Island (C7), which Red marked on your Sea Chart. Warp to Outset Island (B7) and head east to shorten your trip.



Now you'll see why you needed the Power Bracelets: Headstone Island gets its name from the giant stone head that blocks the entrance to a cavern. Lift it out of the way and enter the cavern.



At the end of the cavern, a giant stone tablet blocks the entrance to the Earth Temple. Along the bottom of the tablet are six Wind Waker notes. Use the Wind Waker to learn your first 6/4 tempo song, the "Earth God's Lyric" (hold L for 6/4 tempo and play R↑, R↑, R, R←, R→, R).



The ghostly image of a Zora appears before Link. This is Laruto, the former sage of the Earth Temple. Ganon attacked her temple and stole her soul to weaken the Master Sword. Link needs to find another earth sage and bring them to the Earth Temple, clearing the temple of monsters as he does. Link will know the sage by the harp they carry, and playing the "Earth God's Lyric" will show them their new duty. Only the new sage can remove the stone tablet that blocks the Earth Temple entrance.

TIP

Sunken Treasure #40

If you grabbed Treasure Chart #40 from the Sea Platforms in Southern Fairy Island (D6), you can open it here to find the location of a Silver Rupee.



DRAGON ROOST ISLAND (F2)

TIP

Sunken Treasure #39



If you grabbed Treasure Chart #39 from the Dragon Roost Cavern, you can open it here to find the location of a Silver Rupee.



We're looking for someone who plays a harp. Do you remember the first time we met Medli? She was playing a harp identical to the one Laruto held. Let's warp to Dragon Roost Island (F2) to see if we can find her.

TIP

On the Trail



If you take a left up the slope, instead of climbing up to the Rito Aerie on the right, you can look up at the cliff side to see a line of Bomb Flowers leading up to a lone boulder.

If you shoot one of the Bomb Flowers with an arrow, the Bomb Fruit will explode, blowing up the boulder in the process. On top of the boulder is a treasure chest that will fall to the bottom of the cliff. Open the chest to obtain a Silver Rupee.

RESTORING EVIL'S BANE: THE EARTH TEMPLE



To find Medli, follow the path leading from the postbox to enter the Rito Aerie as you did when last we came here. Run up the path to the second floor and take the second left to reach a door leading to the outer levels of the Rito Aerie.



Outside, take a right and use your Grappling Hook on the post above the gap ahead. Swing to the other side, climb up the ladder, and turn left, heading toward the ledge to find Medli playing her harp.

TIP

Girls Love Golden Feathers



If you've been diligently collecting Golden Feathers, you can bring them to Hoskit, one of the Rito guards on the Aerie's second floor. Hand over 20 of them and Hoskit will give you an Orange Rupee. Later, Hoskit's girlfriend will send you a letter containing Piece of Heart #38 to thank you for collecting all of the feathers for Hoskit.

113 PIECE OF HEART #38



Medli is pleased to see Link safe and sound and tells him that Komali is shaping up to be a fine young man—which we witnessed when he saved Link and Medli from Ganondorf. Conduct the "Earth God's Lyric" in front of her and Medli will fall into a trance. When she awakens, she knows that she must become the new Earth sage and asks Link to quietly take her to the Earth Temple on Headstone Island (C7); she doesn't want Komali to remember her for anything other than being his simple assistant.

HEADSTONE ISLAND (C7)



Return to Headstone Island (C7). Before entering the island's cave, Red will tell Medli to do everything Link instructs. The Earth Temple is full of all sorts of unnamed dangers. The only way Link and Medli can get through it is by working together.

Afterward, head back to the stone monument in the cave and conduct the "Earth God's Lyric" in front of the stone tablet. Medli plays along, and the tablet shatters, revealing the entrance to the Earth Temple.



EARTH TEMPLE (C7)

FIRST FLOOR



MAP LEGEND

- A — To/From
- Dungeon Map
- Green Warp Pot
- Small Key
- Locked Door
- Blue Warp Pot
- Chest #1 (Joy Pendant)
- Chest #2 (Joy Pendant)
- Compass
- Mirror Shield

NOTE

Controlling Medli

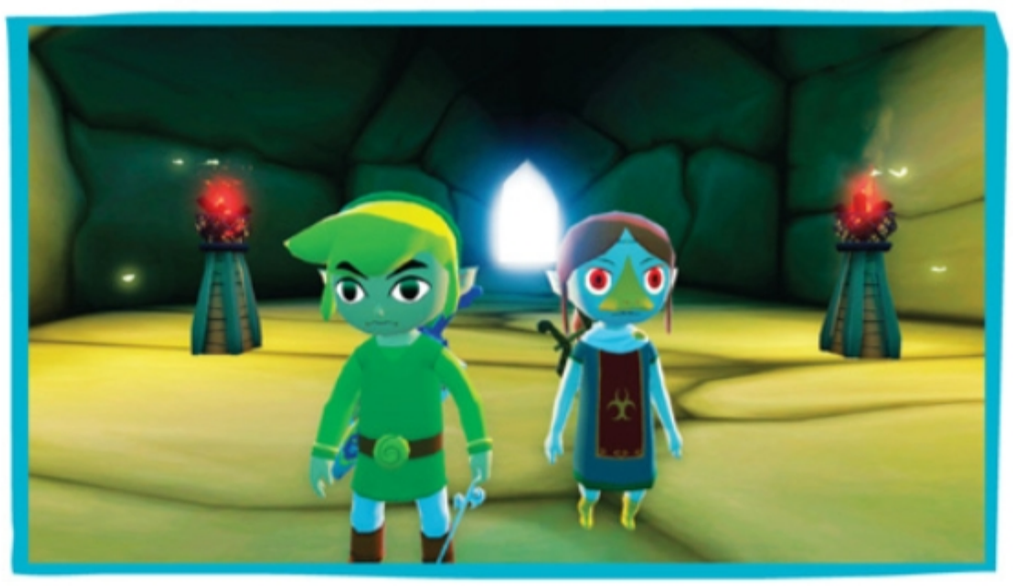
At several points in the Earth Temple, you need to carry, call, or control Medli. Familiarize yourself with her abilities:

Carry Medli by pressing Ⓐ near her. Press Ⓐ again to put her down. She remains in that spot until you call, control, or carry her.

While carrying Medli, you can fly off ledges in a straight line by running off them, just as if you were jumping off them.

You can also throw Medli into the air just as you did at the entrance to Dragon Roost Cavern. She gains some altitude and flies for a short distance.

Press ZR near Medli to get her to follow you.



Conduct the "Command Melody" (hold ◀L for 4/4 tempo and play ◀R, R, R▶, R to control Medli, just as you did with the statues in the Tower of the Gods. Press ZR to release control.

You can make Medli fly by repeatedly pressing Ⓐ. She has limited stamina and drops to the ground when it is depleted.

While controlling Medli, press Ⓐ and use L to aim her harp so that she holds it in front of her. The polished harp can reflect light.

1. LIGHT THE WAY!



The beam of light in the center of the room is a warp that takes you back to the Earth Temple's entrance. Carry Medli off the north edge of the platform you start on. She'll fly both of you to the ledge in front of the door to the north. Head through the door.



Put Medli down near the entrance and defeat the three Moblins inside (grab the Skull Necklaces they leave behind). Pick up Medli and carry her up the southwest stairs until you are standing at the top of the room's northwest corner.



While carrying Medli, run east off the ledge to fly to the top of a pillar in the northeast corner. There is a pressure switch here that you must simultaneously activate with another switch in the room. Put Medli down, stand on the switch, and conduct the "Command Melody" to take control of Medli.



With Link standing on the northeast pillar's pressure switch, fly Medli to the top of the southeast pillar by repeatedly pressing Ⓐ. The second switch is on top of this tower. Place Medli on it to open the room's east door. Then walk her off the tower's edge so she lands on the ground below.



Release control of Medli, drop to the floor, pick her up, and carry her through the east door and into the next room.



The door seals shut behind you, and several Green, Red and Dark ChuChus pop up. Put Medli down in the beam of light in the middle of the room. The harp she carries reflects the light.

Enemy: Dark ChuChu



Dark ChuChus are invincible until sunlight hits them, at which point they turn to stone. You can pick them up and throw them, or hit them with the Skull Hammer to shatter them. Unfortunately, ChuChus offer no Chu Jelly upon being defeated (we can only dream of what Doc Bandham could do with jelly from an invincible ChuChu).

You can either lure the Dark ChuChus into the beam of light or take control of Medli and reflect the light at them by pressing Ⓐ and using Ⓛ to aim her harp.



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Defeat the nine ChuChus in the room (three Green, three Red, and three Dark) to open both the west door and the east door to the next room.



Before you go, take control of Medli and reflect sunlight onto the almost invisible chest in the room's north side. After you shine light on it for two or three seconds, the chest becomes visible and you can open it. Inside is the Dungeon Map for the Earth Temple. Remember to open the green Warp Pot in the northeast corner by breaking the lid with your Master Sword.

TIP

Guide the Light



You can reflect light onto the elephant statues on the south wall to reveal a Magic Jar. You can also shoot Fire Arrows at the four red tapestries on the walls to uncover small treasures. Use your Boomerang to pick up the items. Starting from the northwest tapestry and moving clockwise around the room, the tapestries hide a Blue Rupee, nothing, a Joy Pendant, and nothing. When you're done collecting, go through the east door into the next room.

2. SHADOW HANDS



Directly in front of you is a giant statue of a face with two enormous eyeholes. Surrounding the statue is a blue fog that will paralyze Link, temporarily disabling his ability to use his weapons or items.



Put Medli down near the entrance and run south through the room to lure the two Red Bubbles out of the coffins to your left and right. Defeat them, then head to the ladder in the southeast corner.



The fog, like the Dark ChuChus in the room before, is extremely susceptible to light. Take control of Medli and stand under the south beam of light that shines down from the ceiling. Reflect the light into the southeast patch of fog so that it shines on a wooden peg and clears away a patch of fog.



Release control of Medli and hammer down the peg to open the south door. Carry her through that door into the next room.



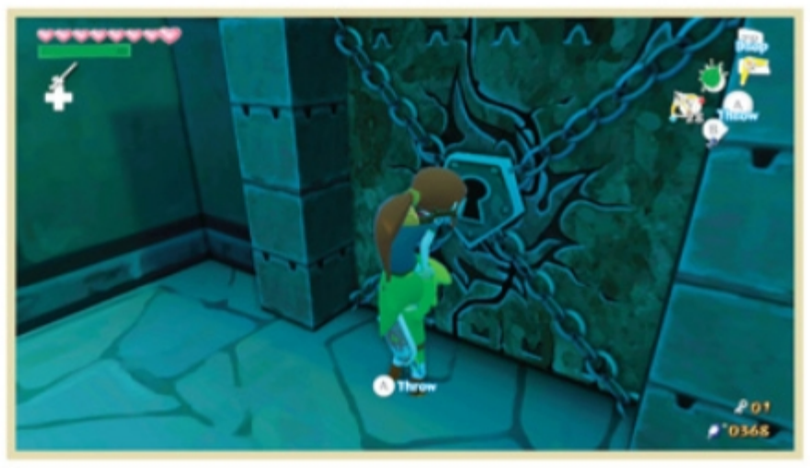
Pull the block at the top of the ladder to reveal a beam of light that shines into the south part of the room. Take control of Medli and reflect the light onto the translucent chest in the room's south section. Inside that chest is a Small Key.



Once you get the Small Key, two Floor Masters appear in the room. Leave Medli in the ray of light—the Floor Masters can't grab her while she's in it. Carefully defeat both Floor Masters, then head back through the north door.

TIP
Patience Is a Virtue

You can open the west door by placing Medli on the constant pressure switch in front of it, but there is nothing you can do here at the moment. Return after finding the Mirror Shield. Don't worry, we'll remind you!



Enemy: Floor Master



Floor Masters look like black puddles, but when either Link or Medli gets too close, a black hand shoots up from the puddle and tries to grab them. They'll often grab items like pots and skulls and throw them at Link. Other than that, the only thing you have to worry about is being grabbed. If a Floor Master grabs you or Medli and hangs on for five to ten seconds, it'll pull them to different locations in the dungeon; Link will be taken to the last room he was in, but Medli will always be taken to a cage in the last room you were in—the one with the giant face on the wall. To take them out, ZL-Target them and continuously jump attack to make short work of them.

Back in the room with the giant face statue, unlock the north door with your Small Key and enter the next room.

3. TRICKY CHUCHUS AND SECRET SIGILS



Defeat any Red or Green ChuChus near the entrance, then shoot a Fire Arrow at the red tapestry on the south wall. Burning the tapestry away sends a beam of light shining into the center of the room ahead of you.

TIP
The Magic Tapestry

The northeast tapestry has a large Magic Jar behind it.



Carry Medli into the beam of light and defeat any remaining Red or Green ChuChus. Wait for the Dark ChuChus to hop into the light and turn to stone (or control Medli and have her reflect a beam of light at them). Lift and place two stone ChuChus onto the constant pressure switches on either side of the light beam to create a set of stairs in the east part of the room. Leave Medli in the light to protect her against the never-ending waves of Dark ChuChus and climb the stairs.

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Push the large block off the upper part of the room's east side. This opens the east door and gives you a way to get up to it other than the stairs. Pick up Medli and carry her through the east door.





Reflect the light onto the yellow sigils on the north and south walls (there are two on each wall). This disintegrates those sections of the wall. Now release control of Medli.



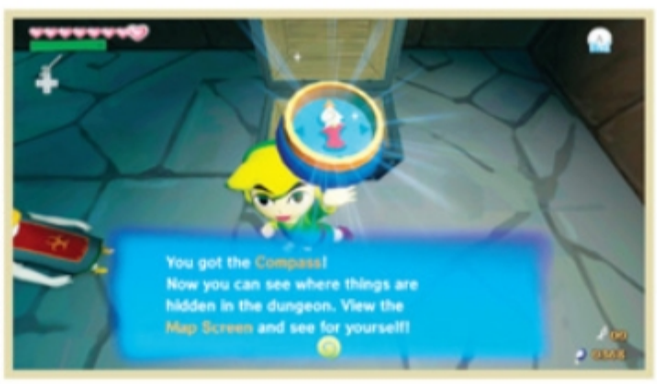
Put Medli down near the entrance and defeat the Floor Master. Push the block in front of you along its track to the north wall. This opens a skylight that shines a light beam into the center of the room. Pick Medli up and carry her into the light.



Beyond the disintegrated sections of south wall is the blue Warp Pot. Behind the disintegrated section of the north wall is a block. Pull it south, then push it east along its track. Climb the block to reach the room's upper east section. This also opens the southeast door.



Take control of Medli and reflect the light beam onto the statue atop the east block. The light causes the statue to disintegrate.



Push the east block to the south wall to cause a chest to appear in the room's elevated east end. Throw Medli up to the room's east end, open the chest to get the Compass for the Earth Temple, and carry Medli through the east door.

TIP

Pot Luck

The pot next to the door contains Fairies. If you have an Empty Bottle, scoop one up!

4. GHOSTS, ZOMBIES, AND SKELETONS, OH MY!

Place Medli near the entrance and run into the middle of the room. In it are two Poes and two Moblins. Avoid the Poes for now and focus on defeating the Moblins.



Enemy: Poe

Poes are lantern-wielding apparitions who love to confuse and frighten their enemies. They have two methods of attack: by throwing their lanterns to set Link aflame and by confusing you when they hit you, reversing your controller's directions (e.g., pressing ◀L would move you to the right). Poes are also ephemeral—and invincible until stunned with light.



There isn't much you can do to them until you concentrate a light beam directly onto them for about five seconds. After that, the goofy ghosts will drop their lanterns and go into a full-blown panic. All you need to do at this point is slash them a few times with your sword and they'll head on to the "other side."



Climb the west ladder to reach an elevated ledge with a light beam shining down on it. Take control of Medli and fly her to the light to take out the Poes. After you defeat the enemies, a staircase appears in the room's south part.



After you defeat all three ReDeads, the ladder leading out of the room's east part drops, and you can climb up to the room's west side. Carry Medli through the south door.



As Medli, reflect the light onto the statues at the room's east end to disintegrate them and expose a chest containing a Joy Pendant. After you have it, carry Medli to the south part of the room and go through the east door.



From the room's south section, use the Small Key you just picked up to unlock the south door. If you are low on bombs, smash the skulls in the southwest corner; you're going to need 'em.

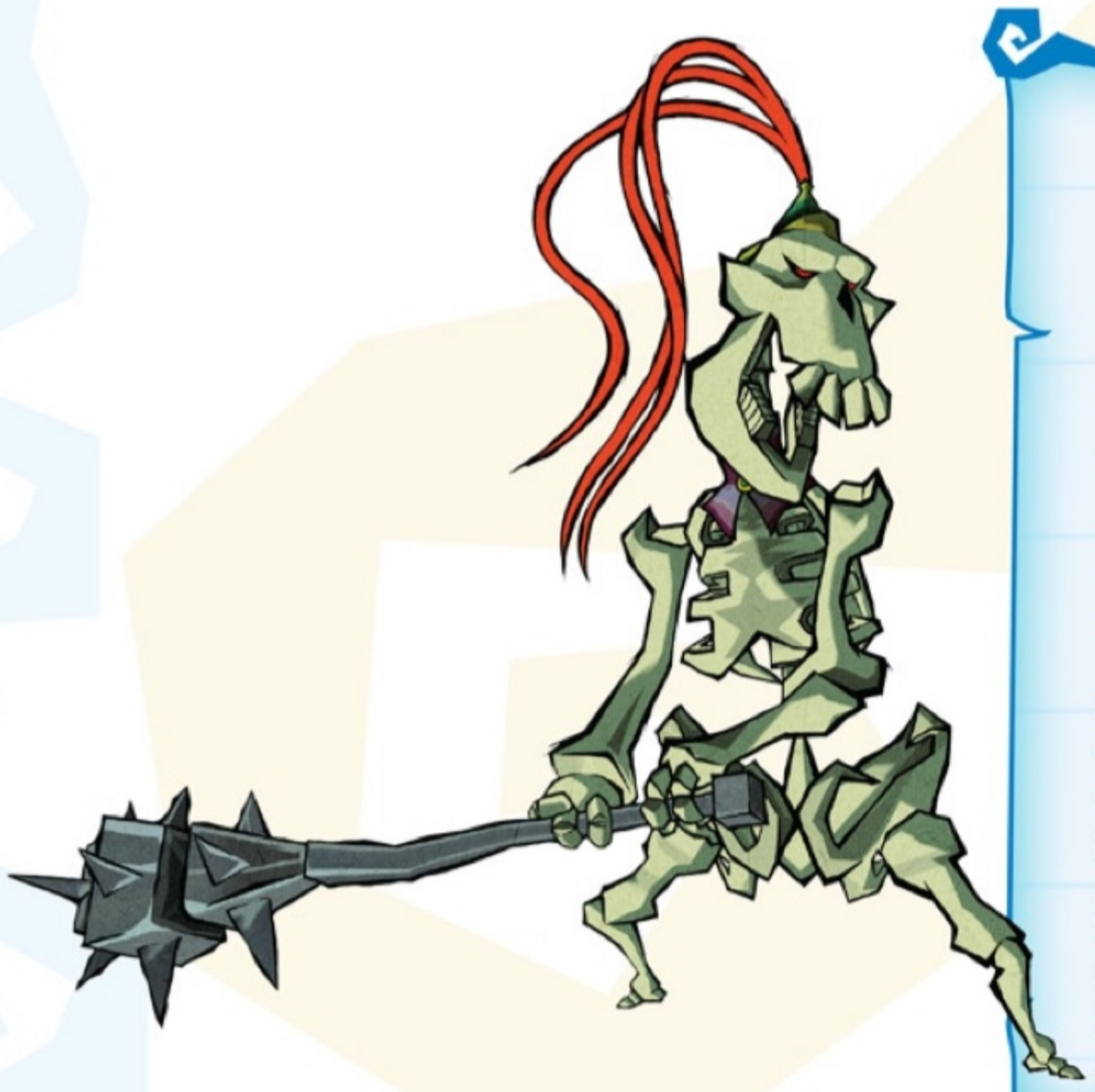


Leave Medli on the room's elevated west side and drop into the center. Approach one of the five coffins along the room's east half, causing it to fall open. Starting at the northernmost coffin and moving clockwise, the coffins contain a ReDead, a Yellow Rupee, a ReDead, a ReDead, and a Small Key.



Medli does not accompany Link into this room. The door seals behind you when you enter. Walk south until a Stalfos pops out of the ground in the center.

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Enemy: Stalfos



Stalfos move slowly, but they have a long attack range and cause a lot of damage if they hit you. To make matters worse, they are immortal when they are intact. To defeat them, either plant a bomb next to them or hit them with your sword until they break apart. When this happens, immediately ZL-Target its head and attack it relentlessly. If you're not fast enough, the Stalfos will re-form and you'll have to break them down with another bomb or several more sword slashes. After six to ten hits, the Stalfos will be sent back to the grave.

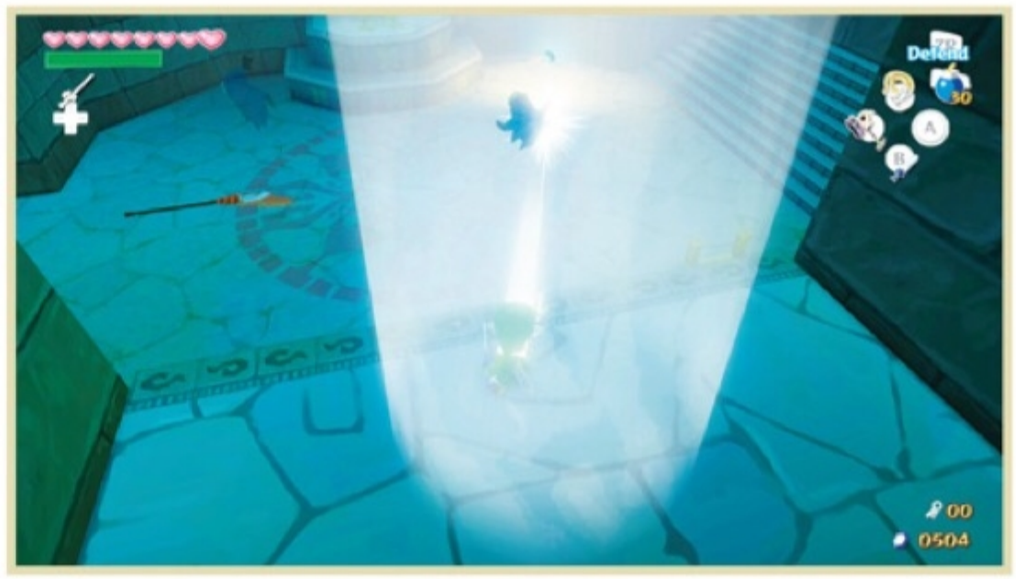


When you defeat the first Stalfos, two more pop out of the coffins at the room's southwest and southeast ends. Defeat them in the same manner, and a row of stairs appears in the room's south part. At the top of the staircase is a chest. Open the chest to get the Mirror Shield, which reflects beams of light just like Medli's harp. To use it, draw your sword with B and hold ZR to raise it. Use L to angle the shield and aim the beam of light.

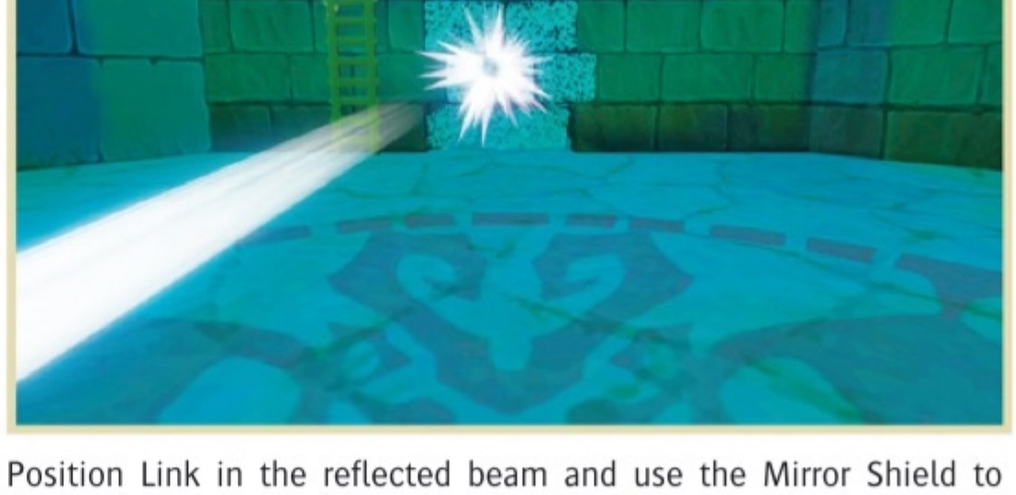
114 MIRROR SHIELD



When you possess the Mirror Shield, a skylight opens, shining a light beam into the middle of the room. Stand in the light and reflect it onto the crescent moon plaque above the west door to change the moon into a sun and unseal the door. Now head through the door.



Immediately clear out the enemies from this room. Now that Link has the Mirror Shield, you don't need to use Medli to defeat the Poes. When the room is clear, take control of Medli and fly her up to the light beam on the room's west side. Reflect the light onto the middle of the east platform's first step, and release control of her without changing the position of the reflected beam.



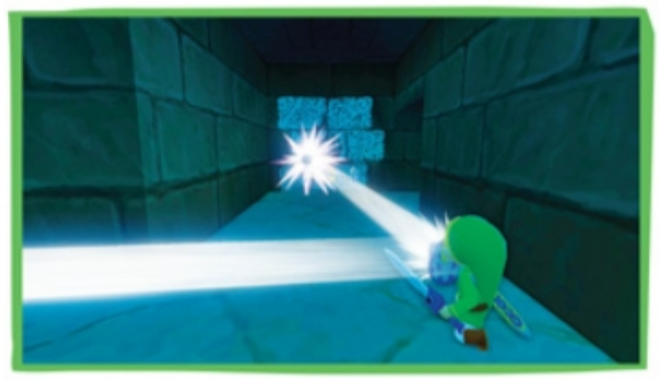
Position Link in the reflected beam and use the Mirror Shield to reflect the light onto the sigil below Medli on the west wall. The wall disintegrates, revealing a secret passage back to the room with the giant face statue. Bring Medli with you into the secret passage and through the west door at the passage's end.

TIP

A Secret Passage's Secret Passage

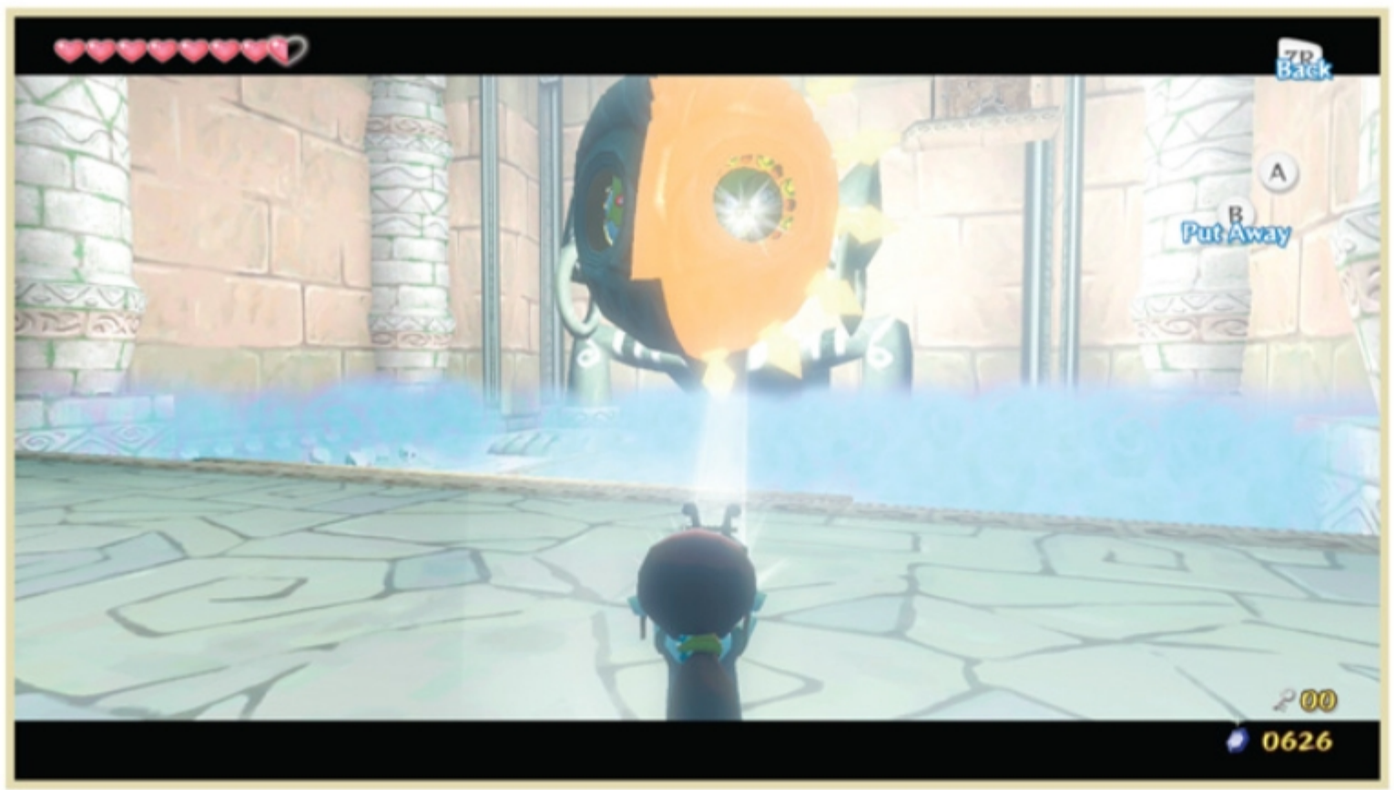


You could head through the door at its west end to return to the giant face statue room, but you'd miss a couple of optional treasures. Have Medli stand in the light beam near the west door and reflect light at the statue to the east. The statue disintegrates, leaving behind a Blue Rupee.



Release control of Medli while having her continue to reflect the beam onto the spot where the statue was, then switch control to Link. Stand Link in the reflected beam, and reflect the light to the north to disintegrate a section of the wall marked with a yellow sigil. Beyond the wall is a small treasure trove of 80 Rupees.

5. LIKE DAY AND NIGHT



Take a good look at the eyes in the giant statue on the east wall—they look like the crescent moon plaque that you shined light into after getting the Mirror Shield. Control Medli, walk her to either beam of light, and reflect it into one of the statue's eyes.



Release control of Medli so that she is still reflecting the light into the statue's eye; then have Link stand in the other beam of light and reflect the light into the statue's other eye.



When both eyes are illuminated, the fog dissipates, the room lights, and a set of stairs leading down to the first floor of the basement appears. Either head down the stairs into the basement or head through the door to the right of the giant statue to pick up an optional treasure (see "The Virtuous Adventurer").

TIP

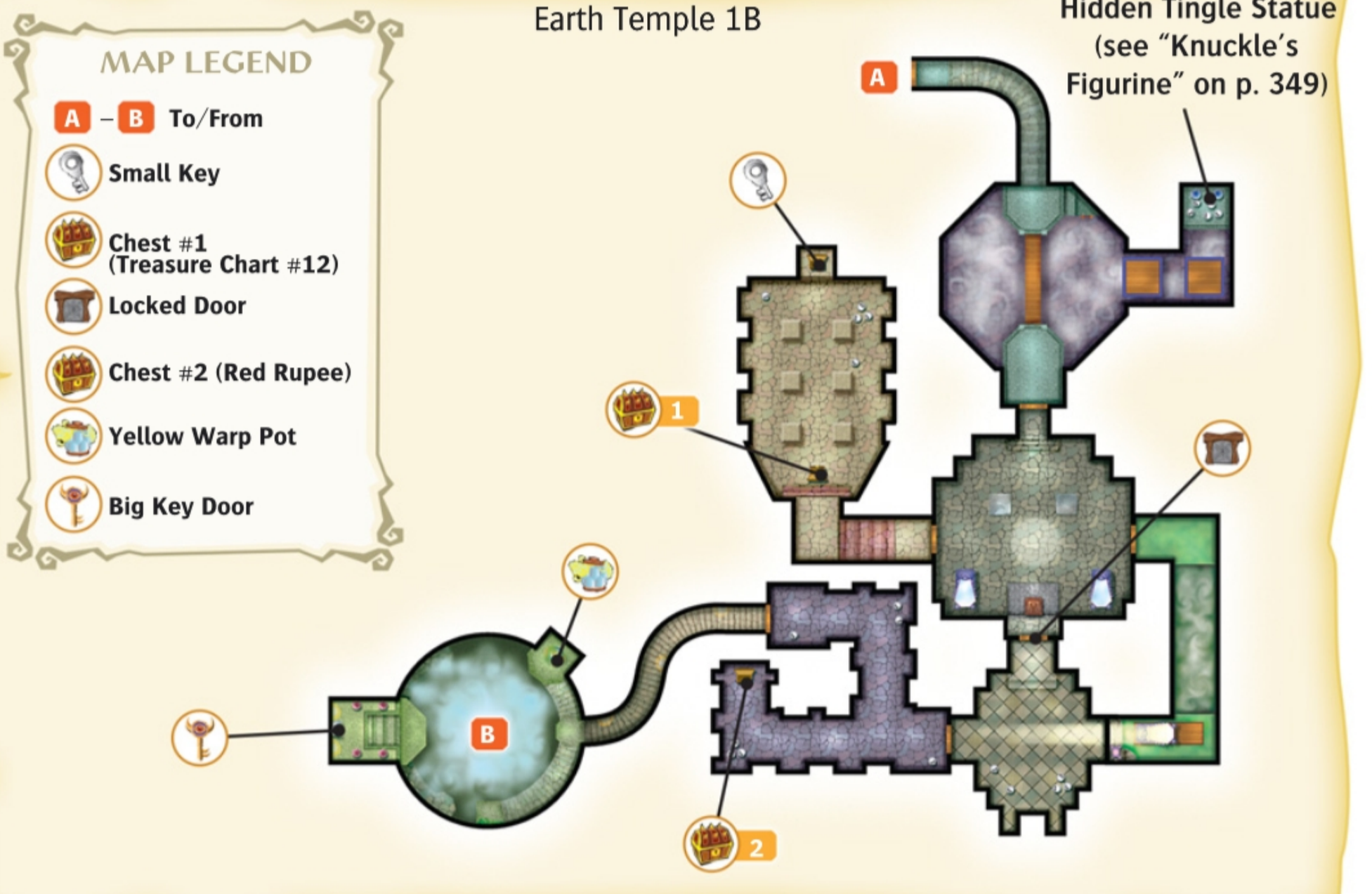
The Virtuous Adventurer

With Medli in hand, return to the room on the right side of the giant face statue and defeat any enemies that have reappeared. When the room is clear, place Medli on the constant pressure switch in the room's southwest corner to hold open the southwest door.

Enter the room and reflect the light beam at the two yellow sigils on the west wall to disintegrate those wall sections and reveal an alcove containing a chest. The chest contains a Joy Pendant. Pick it up, get Medli, and return to the giant face statue room. Head down to the first floor of the basement.



BASEMENT FLOOR 1





Leave Medli near the entrance and head down the stairs until you reach the suspension bridge with the two Blue Bubbles overhead.

Enemy: Blue Bubbles



Unlike Red Bubbles, Blue Bubbles are immune to Arrows (aside from Ice Arrows) and if a Blue Bubble hits you, it has the same effect as the paralyzing fog—in other words, you can't use any weapons or items until the effect passes.

To defeat Blue Bubbles, ZL-target them and blow wind gusts from the Deku Leaf at them to get rid of their blue aura, then hit them with your sword; otherwise they rise again, good as new.

CAUTION

If you fall off the bridge, you pass through a choking fog layer that temporarily robs you of your ability to use a weapon or item. At the bottom of the room are two Floor Masters, some Bubbles containing common items, and a ladder leading to the room's north side.



Once you defeat both Blue Bubbles, carry Medli across the bridge to the south door, which is blocked by a giant stone tablet inscribed with the notes for the "Earth God's Lyric." Conduct the song near Medli, who plays it and shatters the stone tablet, revealing the door to the next room. If you want to take an optional detour and pick up treasure, see "A Valuable Detour." Otherwise, carry Medli on through to the next room.

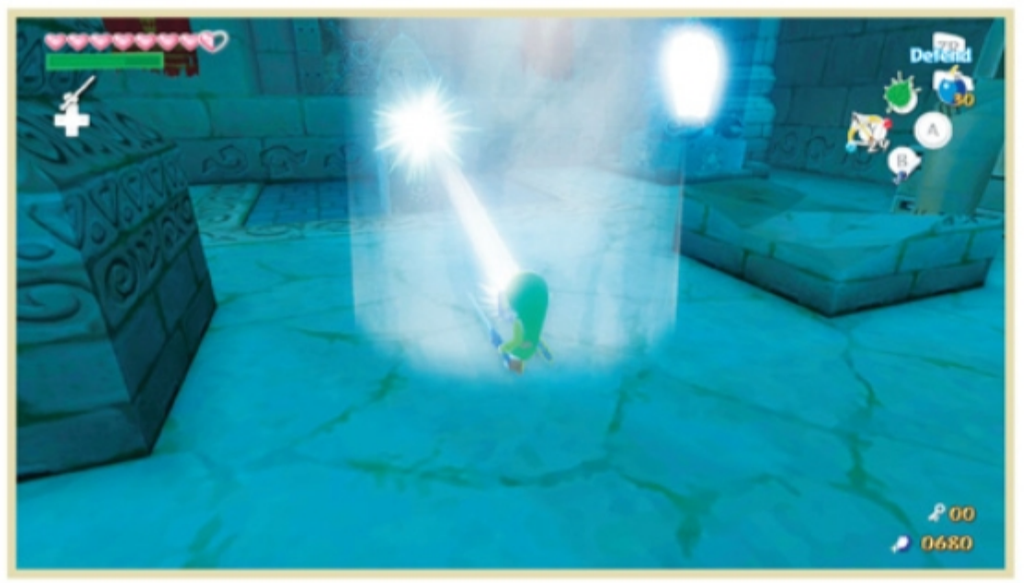
TIP

A Valuable Detour

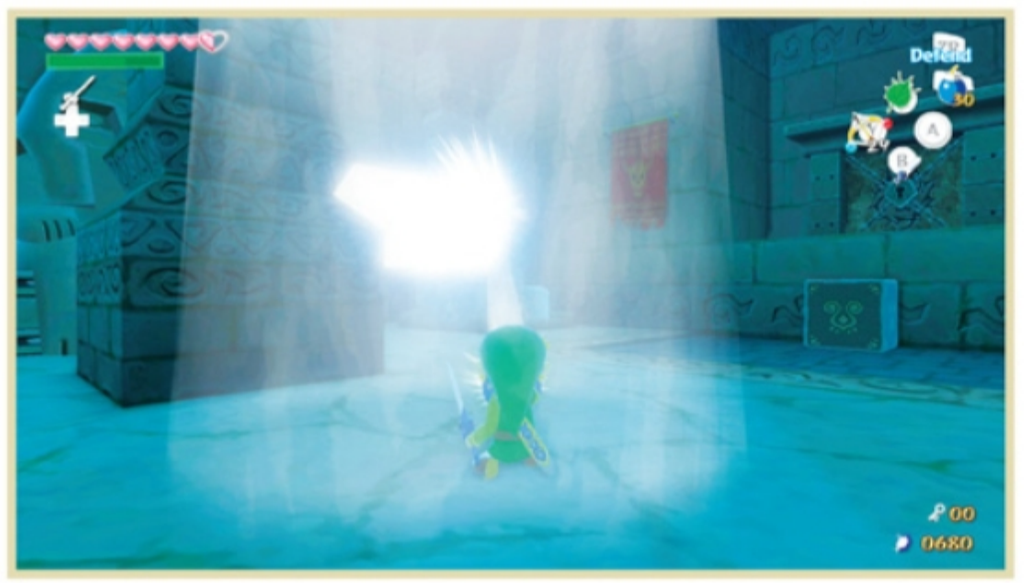


Carry Medli to the middle of the suspension bridge, face east, and fly to the platform suspended from chains. Put her down and jump east to the next platform. Face north and defeat the Red Bubble hovering over the north ledge, then smash the skulls and pots on the north ledge to get a handful of Rupees and several common items, like Arrows, bombs, and Magic Jars.

6. A TIME TO REFLECT



Leave Medli at the entrance and defeat the two ReDeads in the room. Stand in the ray of light in the room's center and reflect it onto the statue sitting on the block to the south to disintegrate it.



Reflect the beam onto the large mirror in the room's southwest corner. The mirror reflects the beam onto another statue on the room's west side and disintegrates it, revealing the door to the west. Reflect the beam onto the large mirror on the room's southeast side to disintegrate a statue on the room's east side and reveal the door to the east.

TIP

Burn away the southwest tapestry to reveal a large Magic Jar, if you need one.



Even though you disintegrated the statue on top of it, don't worry about moving the block in the middle of the room yet. You use it to reach the locked door in the south wall after you find a Small Key. Instead, carry Medli through the west door.



Leave Medli at the entrance and run down the corridor that leads to the room's north part. Paralyzing fog covers the room's north side. To make matters worse, six Floor Masters hide in the fog. To get past them, roll as quickly as possible to the alcove on the room's north side.



The northern end of the room has a chest containing a Small Key. When you have the key, the fog dissipates. Now you can take out the Floor Masters, which you should definitely do if you want Treasure Chart #12.

115 TREASURE CHART #12



Once you're finished, carry Medli out through the room's east door, with the mirrors on the southeast and southwest corners of the room.



Walk down the east hall until you reach an area that is covered in paralyzing fog. Two Floor Masters are tucked away in the fog. To defeat them, stand at the fog's north end and defeat the first Floor Master with arrows.

Leaving Medli on the fog's north side, move to the fog's south side and take out the second Floor Master with arrows. Climb up to the hall's west end and hammer the peg to open a skylight, then push the giant mirror as far west as you can, so that it reflects the light beam through the fence into the room's western side.





You can also shoot the southwest red tapestry with a Fire Arrow to reveal a Joy Pendant. When you've done all you can here, exit the room.



Throw Medli onto the room's south ledge, then push the block in the middle of the room to the south. Climb it to reach the locked door. Unlock it with your Small Key and carry Medli on through.

7. STEP UP YOUR REFLECTION GAME



Put Medli down near the entrance and step into the light beam that is being reflected from the other side of the fence. Defeat the three Red Bubbles with arrows, and reflect the beam at the three Poes to make them vulnerable to your sword.



When you defeat the enemies, position Link so that he faces the large statue to the west and stands near the east wall. Take control of Medli and have her reflect the beam at Link.



Reflect the light at the two large statues along the south wall to open two small hidden alcoves. One contains a Yellow Rupee, and the other a large Magic Jar.

Release control of Medli and reflect her beam at the large statue to the west to disintegrate it, revealing the door to the next room. Carry Medli into the next room.



8. TO THE TOWER!

This is a pair of coffin-lined halls that stretch north and west. Leave Medli near the entrance and use your Boomerang to defeat any Keeses.



RESTORING EVIL'S BANE: THE EARTH TEMPLE



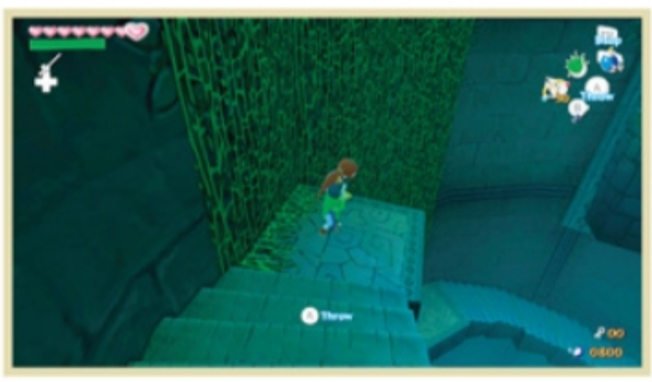
The west hall is an optional detour. Starting from the west hall's east end, the coffins contain nothing, a large Magic Jar, a ReDead, nothing, nothing, a Yellow Rupee, a ReDead, and nothing. A chest at the end of the west hall contains a Red Rupee.



From the north hall's south end, the coffins contain a Blue Rupee, nothing, nothing, a Stalfos, a Heart, and nothing. At the end of the hall is a stone slab bearing the notes of the "Earth God's Lyric." Bring Medli here and conduct the song near her to shatter the stone and reveal the entrance to the next room.



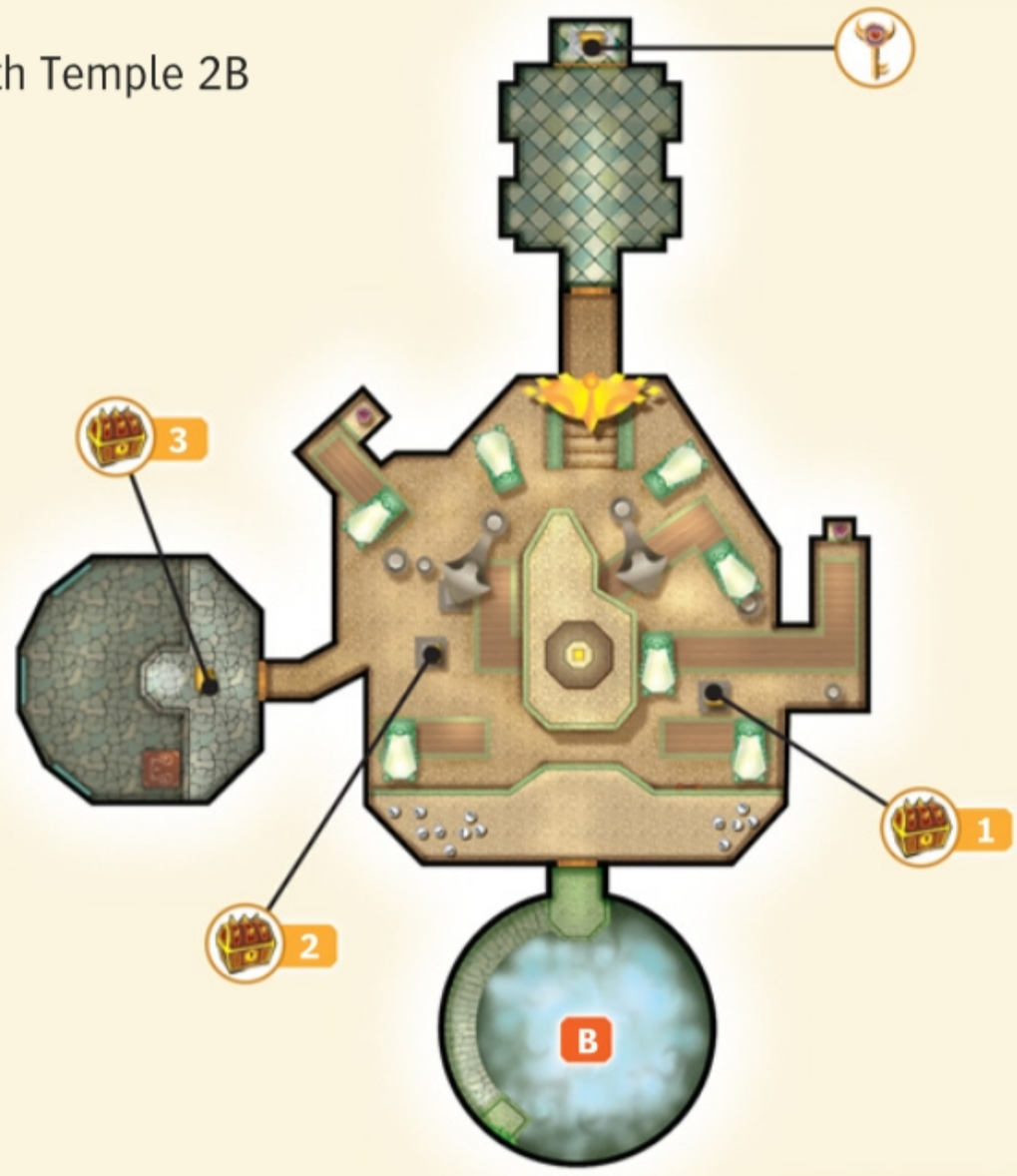
Run down the hall at the entrance to reach the round room that makes up the majority of B1 Room 6. Exit the tunnel with a bomb to remove the boulder on top of it, then open the yellow Warp Pot to the right.



The door to the boss's lair is to the west, but you can't go there because you don't have the Big Key to open it just yet. Instead, pick up Medli and run down the spiraling stairs to the south. Drop off the ledge to the west and glide to the platform ahead, then go through the door.

BASEMENT FLOOR 2

Earth Temple 2B



MAP LEGEND

- B — To/From
- Chest #1 (Purple Rupee)
- Chest #2 (Joy Pendant)
- Chest #3 (Treasure Chart #20)
- Big Key



This room is likely the most brain-teasing in the entire game. Several mirrors are scattered throughout the room, and many more are hidden in secret alcoves. The goal here is to shine light into both eyes of the face statue on the room's north side. Follow the steps here carefully to accomplish your goal.

NOTE

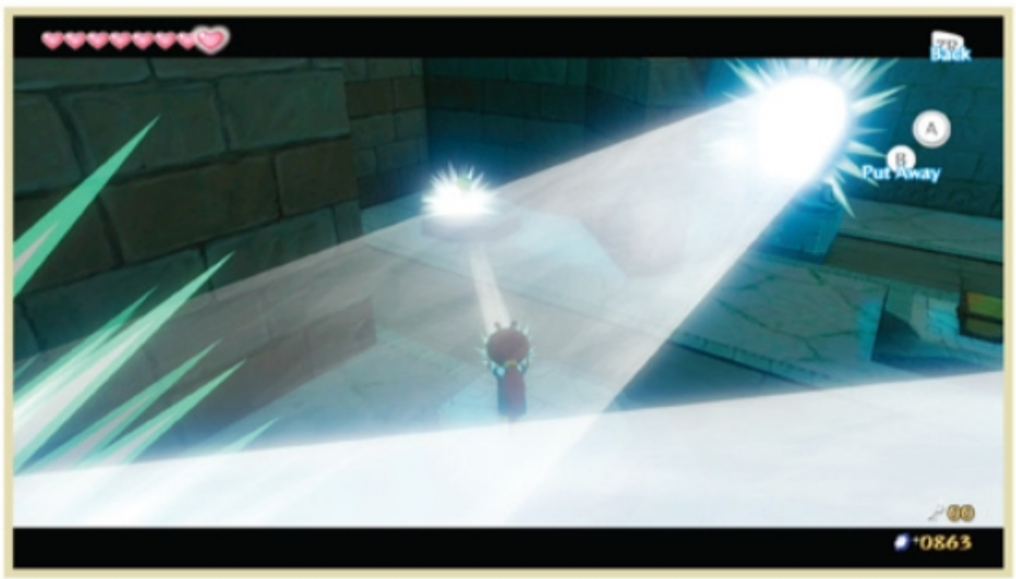
In Case You Get Stuck

There's a lot to do in this room. If you get lost in the walkthrough, follow these general rules:

- √ Push or pull every mirror statue until it sits on top of a floor tile with a scorpion on it.
- √ Beam reflected light at all yellow sigils on the walls.
- √ Beam reflected light on any statue that can be disintegrated.
- √ Beam reflected light on any translucent chest.

9. LINK, HERO OF LIGHT

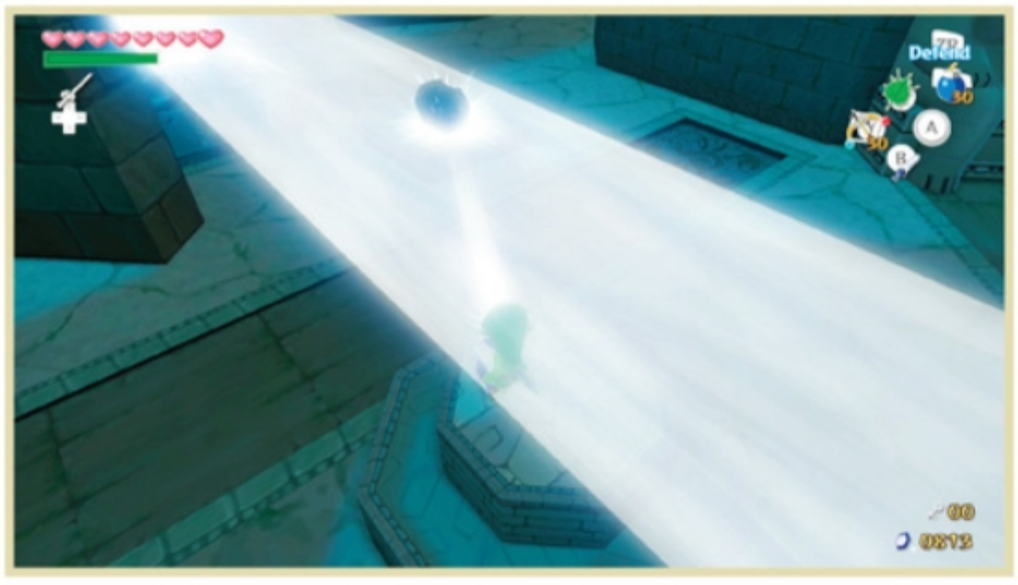




At the room's southwest and southeast corners, have Link push the large mirror statues along their tracks until both mirrors rest on floor tiles etched with scorpion patterns (the same pattern appears on the side of the mirror's bases).



As Medli, fly to the elevated platform in the center of the room and hit the pressure switch to open a skylight. Jump off the elevated platform to the room's east side, then release control of Medli.



As Link, stand on the two-stepped platform, face south, and reflect light at the translucent treasure chest on the platform below.

Jump off the two-stepped platform and stand on the smaller platform inside the east alcove.

As Medli, fly onto the two-stepped platform Link was just on, reflect light to Link in the east alcove, then release control.

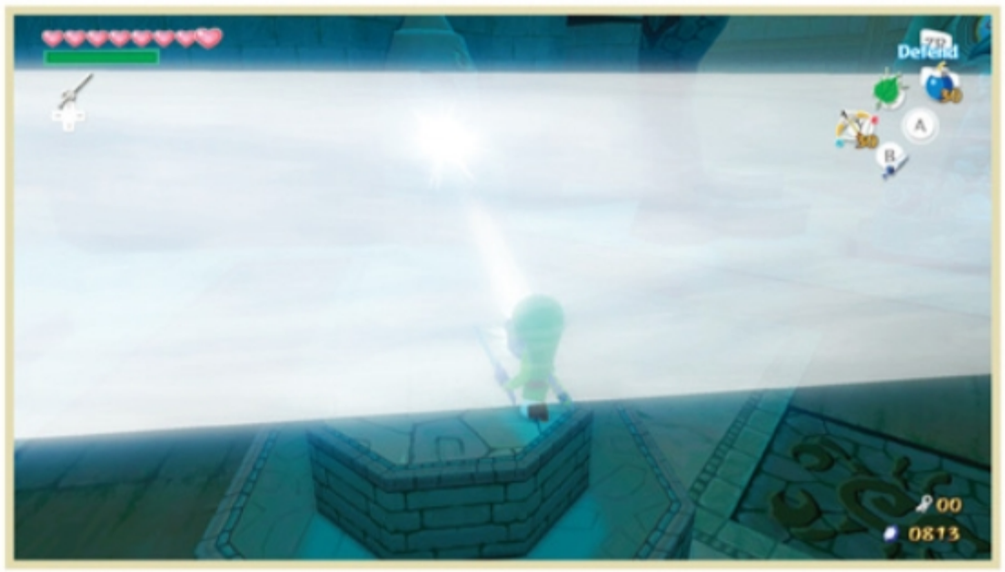


As Link, face the north wall of the alcove while still standing on the small platform. Hold out your Mirror Shield and reflect the light from Medli onto the yellow sigils on the wall. Shine light on all four sigils until they disappear to reveal another mirror statue.



Pull the statue out to the end of its path near the center of the room. Behind where the statue was originally stationed, inside the east alcove, are pots containing a fair amount of Rupees. Break them to claim this bounty. Open the treasure chest to get a Purple Rupee.

RESTORING EVIL'S BANE: THE EARTH TEMPLE



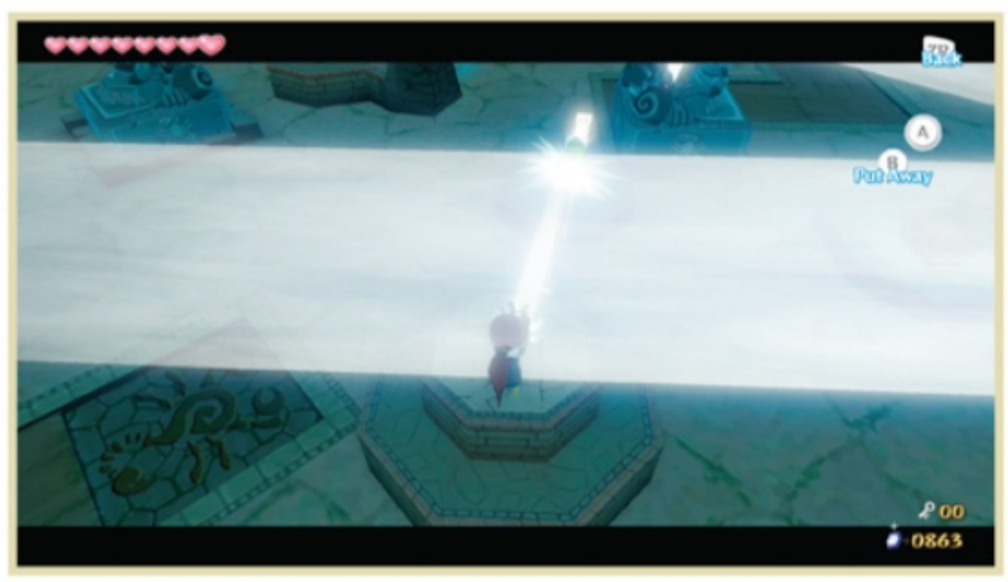
Climb back onto the two-stepped platform and shine some light onto the elephant statue next to the mirror statue you just pulled to the room.



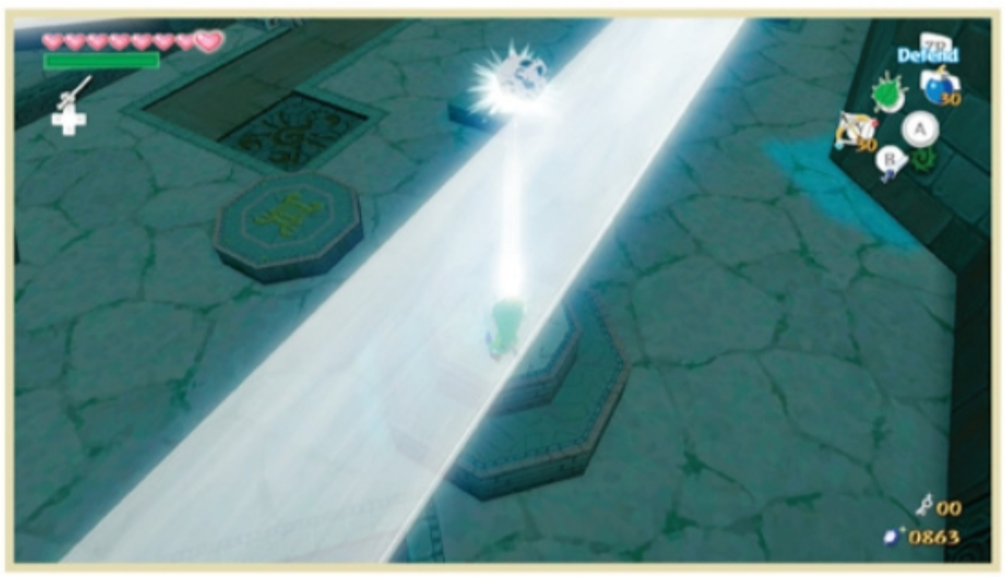
Hop off the two-stepped platform, open the treasure chest to receive a Joy Pendant, then pull the mirror statue out of the alcove in the center of the room. Take it west by following its path to its end.

Behind the elephant statue is another mirror statue. Pull it along its track to the room's east side. This third mirror statue will establish a chain that the light can bounce off of into the west side of the room.





Stand on the smaller platform right next to the two-stepped platform you were on just a moment ago. As Medli, fly onto the two-stepped platform next to Link, then reflect light down at him.

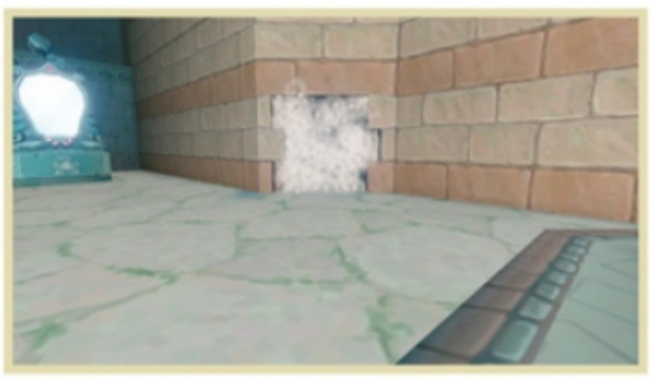


Head to the room's west side, climb onto the two-stepped platform, and face south. Reflect light onto the translucent treasure chest on the smaller, lower platform slightly to your left, then reflect light at the sigils on the west wall slightly to your right.



As Link, reflect Medli's light onto the yellow sigils on the wall's northwest side to reveal the final mirror statue.

The sigils you just removed reveal an entrance to a room containing Treasure Chart #20. Ignore it for now—you have enough to focus on for the moment. Don't worry, we'll head there eventually.





Break the pots behind the mirror statue to collect another large pile of Rupees, then pull the mirror statue west along its path. This will reflect light to the two two-stepped platforms that are in front of the giant face statue on the north wall.



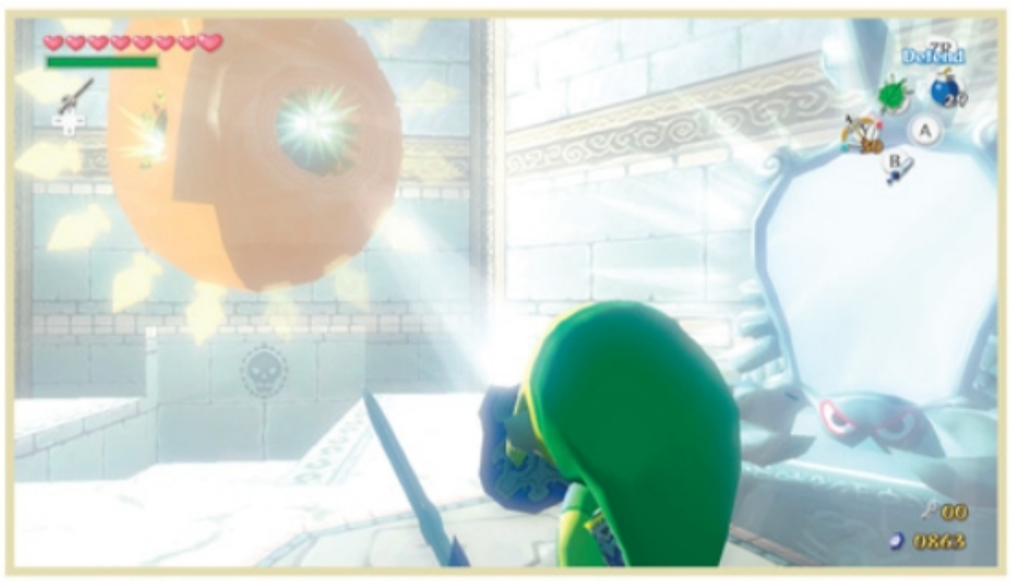
While still on the two-stepped platform, reflect light at the elephant statue to your left to reveal another mirror statue.



Climb one of the two-stepped platforms in front of the face statue, then play the "Command Melody" and take control of Medli.



As Medli, fly onto the other two-stepped platform in front of the giant face statue, reflect light into its eye, then release control of Medli.



As Link, reflect light into the face statue's other eye, and the face will become a sun, revealing a door below it.

At this point, you can either head through the north door, or you can head through the western door to grab Treasure Chart #20 (see the "A Reward for a Hard-Working Hero" section for details).

TIP

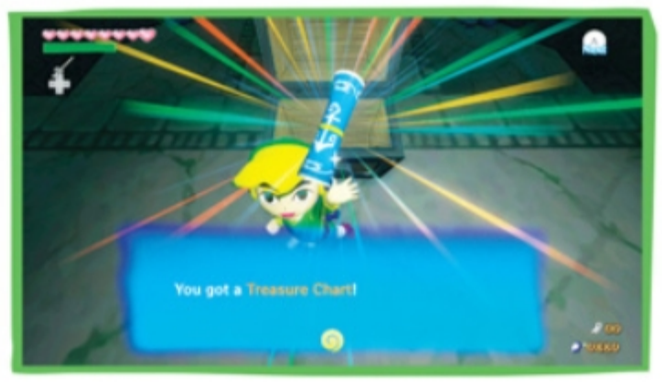
A Reward for a Hard-Working Hero



Carry Medli through the west door. Three coffins are in the room's lower west half, and a beam of light shines down from the ceiling. Open the coffins by reflecting a beam at them; each coffin contains a Stalfos.



Send Link down to the room's west half, have Medli open one coffin, and defeat the Stalfos with Link. Have Medli open the second coffin, and so on, until you defeat all three Stalfoses. Do not open all three coffins and try to fight all three Stalfoses at once, unless you're looking for a challenge!



After you defeat the Stalfoses, a chest containing Treasure Chart #20 appears in the room's center. To reach it, pull out the block in the south side of the recessed west area and climb up onto it.

116 TREASURE CHART #20

After grabbing the Treasure Chart, pick up Medli, exit the room, and head through the north door underneath the sunny-face statue.

10. RESTORING THE EARTH TEMPLE

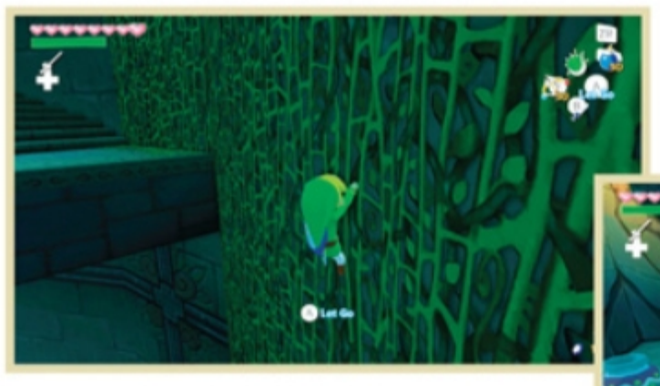


You must fight a Darknut and two Blue Bubbles. Take out the Blue Bubbles with your Deku Leaf and sword first so you can focus on the slow-moving Darknut.



After you defeat all three enemies, a gate opens in the room's north wall. On the gate's other side is a chest containing the Big Key of the Earth Temple. When you have it, exit the room and head through the sun statue room's south door.

RESTORING EVIL'S BANE: THE EARTH TEMPLE



You'll be back in the tall room with the spiraling staircase. Head up the stairs until you reach a gap, then climb the vines on the wall to the staircase above. Head to the top of the stairs on the room's east side, then turn and face the dungeon boss's door across the gap to the west.



Play the "Command Melody" and bring Medli to Link. As Link, pick Medli up and jump off the ledge toward the boss's door. Medli will have just enough strength to make it to the west ledge. Smash the pots for Rupees, Hearts, and small Magic Jars, then save your game and open the door to begin the boss fight.

Boss: Jalhalla



Jalhalla is an enormous Poe composed of 15 normal Poes. Its attacks include a jet of fire from its lantern, a blast of wind that can send you into the spikes that line the room's walls, and the ability to temporarily reverse your controller's Ⓛ directions if it touches you.



After a few seconds of constant exposure to the reflected light, Jalhalla becomes solid and lies faceup on the ground. Lift Jalhalla and throw it into one of the walls' four pillars of spikes.



Defeating Jalhalla is straightforward: Three shafts of light shine down from the ceiling. During the fight, they'll disappear and reappear, but always in the same places. Reflect their light at Jalhalla with your Mirror Shield, just as you would with any other Poe.



This causes Jalhalla to temporarily split into its tiny, more vulnerable Poes, all of them solid and ready to meet your sword. Defeat as many as you can before the remaining Poes reunite into Jalhalla and attack again. For every fifth normal Poe you defeat, or after an unspecified amount of time, will instantly reassemble itself. Repeat this pattern and Jalhalla will be on the fast track back to the afterlife.



When you defeat Jalhalla, it leaves behind a Heart Container and a blue triangle begins shining in the triangle pattern on the floor. Grab the Heart Container and step into the blue triangle, and Medli will enter the room. Link places the Master Sword in the center of the triangle and begins to conduct the "Earth God's Lyric." Medli and the spirit of Laruto will join in.



The hilt of the Master Sword transforms as Medli's devotion restores part of its former power. Medli tells Link that he must restore the Wind Temple before the Master Sword regains its ability to repel evil. She asks him to watch over Prince Komali, then bids him good-bye. Link steps into the light of the triangle sigil and rises from the Earth Temple, reappearing on Headstone Island's shores.

THE SWORD SHINES AGAIN!
THE WIND TEMPLE

Ganondorf stole the Earth sage's soul, which is making us fear the worst for the Wind sage. Unfortunately, we can't just head to the Wind Temple on Gale Isle; there's a pretty ferocious gale blowing on the island's beach that will send anyone who is unprepared tumbling across the ground. Luckily, we have an idea for how to combat this strange problem, but it's a little unorthodox, so have a bit of faith in us. We need to travel to Ice Ring Isle (E6) to get the item we have in mind...

Conquering the Great Sea

Two-Eye Reef (D7)

Siege the Two-Eye Fort!

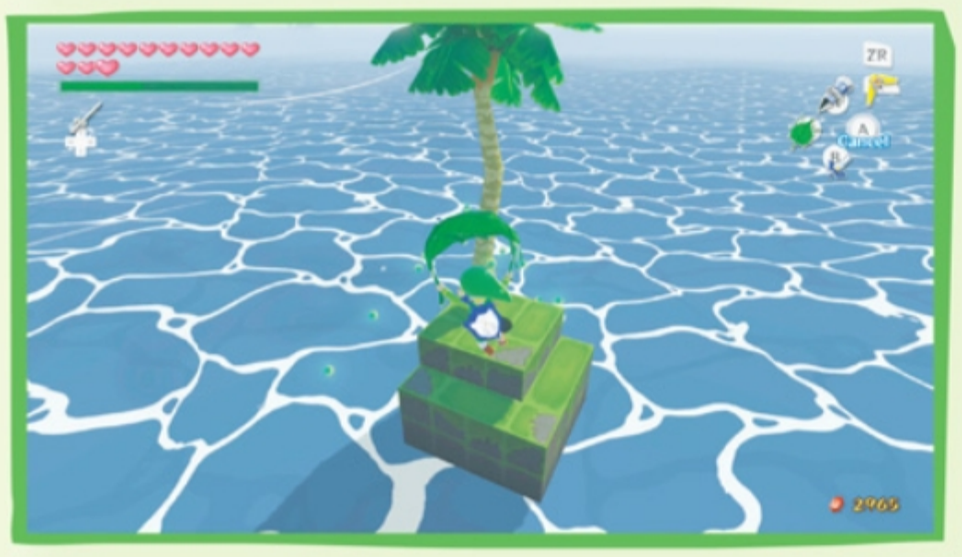


Destroy all of the Warships and wall-mounted cannons, and a treasure chest containing Treasure Chart #13 will appear on the reef's southwestern "eye." Climb up the slope at the reef's entrance and head to the reef's highest point. Set the wind blowing toward the treasure chest and use your Deku Leaf to reach it.

117 TREASURE CHART #13

Angular Isles (E7)

Stack 'Em Up!



Head to the highest point of the larger isle, then face the smaller isle below. Set the wind blowing toward it, and glide to it using the Deku Leaf. Hop into the Secret Cave on the smaller isle to find a tower of blocks that will yield a Silver Rupee to anyone who can climb to the top of it.



Drop back down to the first block and give it a single pull. Hop back onto the first block and pull the second block one more time to make all the blocks on top of it drop down a tier.



Start by moving the lone block on the left side of the stack and pushing it to the other side. Climb onto the block you just moved, then give the next block a single pull.



Climb onto the next block ahead, then pull the block in front of you one time. Climb onto that block and the next one above it. Pull out the block in front of you, then climb it to the tower's top. Reflect the light up there toward the translucent treasure chest inside the gargoyle mouth on the room's north side. Glide toward the chest using your Deku Leaf and claim the Silver Rupee.

ICE RING ISLE (E6)



Ice Ring Isle (E6) is a small island that is completely engulfed in a freezing mist, making it inaccessible to anyone without the proper tools. Lucky for us, the Queen of Fairies gave us the ability to shoot Fire Arrows from the Hero's Bow.

TIP

Sunken Treasure #17



If you challenged and won the Spectacle Island (C2) Cannon minigame twice, you've got Treasure Chart #17 in your possession. You can open it to find a Silver Rupee in this sector.



Shoot a Fire Arrow into the "mouth" of the dragon-shaped cave entrance to stop the icy gale from blowing for five minutes. Hop onto the island and follow the path to the left of the dragon's head, then climb up the ledges on your right.

CAUTION

Slippery!

Though the icy mist is gone, the ice here is incredibly slippery. If you run at full speed, you'll have a hard time stopping completely, meaning you'll slip right off a ledge if you're not careful. Tread carefully while keeping in mind your 5:00 time limit.

TIP

A Slippery Slope



While following the path to the left of the dragon's head, and if you have time, grab Treasure Chart #36 from inside the chest encased in ice. Pull out your bow and shoot a Fire Arrow at the chest's icy prison to unfreeze it and get access to that delightful Treasure Chart.

118 TREASURE CHART #36



Be careful while climbing the short ledges: They are angled just enough to send you sliding, which could result in you falling off to the path below.



Follow the icy, narrow path until it dead-ends, then hop across the platforms in the water to your left. Head into the mouth of the dragon and take the narrow catwalk on your right.

NOTE

Timing Is Everything

If you enter the cavern with 3:00 or more on the clock, you have plenty of time to reach the Iron Boots before the island refreezes. More than 2:00 is still enough time to reach your objective, but if the clock is at 1:00 or less, swim back to Red, wait for the island to refreeze, and start over.

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Move very slowly across the catwalk, and climb the steps on its other side. Watch out for the Keese that will swoop in to attack. Climb the next set of steps on your left and creep slowly forward until you begin to slide. This will allow you to have more control over your movement while you slide down the slope. Just steer with Ⓛ to stay on the path and you'll be fine.



NOTE

In Case You Fall

If you're unlucky enough to take a plunge into the icy water, you can get back up by grappling the posts above the stone platform below the cave entrance. And to save yourself some time, you can grapple the highest post to get back to the upper level faster.



At the end of the slope is a treasure chest containing the Iron Boots, the item that will help us deal with that horrible gale on Gale Isle. As soon as you claim the boots, the timer will stop. With the Iron Boots equipped, walk past the vortex that is blowing out of the wall; you'll have no issue getting back to the entrance and out of the cave.



119 IRON BOOTS

TIP

The Secret of the Wind



If you're looking to get an extra 100 Rupees before you go, head into the alcove from which the wind is blowing to discover a Secret Cave. Inside the Secret Cave are several enemies frozen in blocks of ice. Unfreeze and defeat each foe one by one and a treasure chest containing an Orange Rupee will appear.

Nintendo Gallery Notice



A rare shield-toting Darknut lurks within the secret cave beyond the wind. Use the Iron Boots to walk into the wind and drop through the hole to enter the secret cave. Loose a Fire Arrow to thaw out the Darknut, then take a pictograph of this rare enemy while you have the chance!

GALE ISLE(D1)



With the Iron Boots now in your possession, you can handle the trademark gales of Gale Isle. Use the "Ballad of Gales" to warp to Windfall Island (D2), then head north to Gale Isle (D1). Once there, steer the King of Red Lions up to its shores, equip your Iron Boots, and walk to the Octorok statue that is creating all the commotion. Stand to the side of the statue and whack it with your Skull Hammer to decommission it.



Head inside to find a stone monument with music notes on it, just like the one you found on Headstone Island. Conduct the song "Wind God's Aria" (Hold Ⓛ▶ for 6/4 tempo, Ⓡ▲, Ⓡ▲, Ⓡ▼, Ⓡ▶, Ⓡ◀, Ⓡ▶) and our deepest fears will be confirmed: Fado, the Wind Temple's sage, was attacked by Ganondorf as well.

THE SWORD SHINES AGAIN! THE WIND TEMPLE



The Wind Temple is in desperate need of a new sage, and Fado's soul will be stuck in the temple until someone comes to replace him. Fado doesn't leave us without a clue, however. He tells Link that the next sage in line is someone who plays a violin similar to his and someone who responds to the "Wind God's Aria."

You know, we did encounter someone during our travels who played a violin. Let's go take a look at Forest Haven; we've got nothing to lose if we're wrong, right?

Hop back onto Red and play the "Ballad of Gales," then select the Forest Haven (F6) as your warp destination.

TIP

Sunken Treasure #42



If you played and won the "Piggy-Sitting" minigame on Windfall Island, you earned yourself Treasure Chart #42. Open it in this sector to find the location of an Orange Rupee. A pretty good tip for a two-minute minigame, huh?

FOREST HAVEN (F6)



Climb up the steps leading to the Forest Haven. Wait...is that music coming from that waterfall over there? Let's investigate.



At the top of the steps, take a left toward the waterfalls and use your Grappling Hook to swing from the post above you. Get a good swing, then jump into the waterfall.



We weren't crazy! Makar is practicing his music in the center of the room. And look! He's using a violin just like Fado's!



Head down to Makar and conduct the "Wind God's Aria" (hold L for 6/4 tempo, R, R, R, R►, ◄R, R►) for him. He'll fall into a trance, just as Medli did when you played the "Earth God's Lyric." When Makar finally comes to, he seems like a completely different, more purposed Korok.



It won't take any convincing for Makar to join you on a trip back to Gale Isle—he's practically insisting! With Makar on the King of Red Lions with you, conduct the "Ballad of Gales" and warp back to Windfall Island (D2), then head north to Gale Isle (D1).

THE WIND TEMPLE (D1)



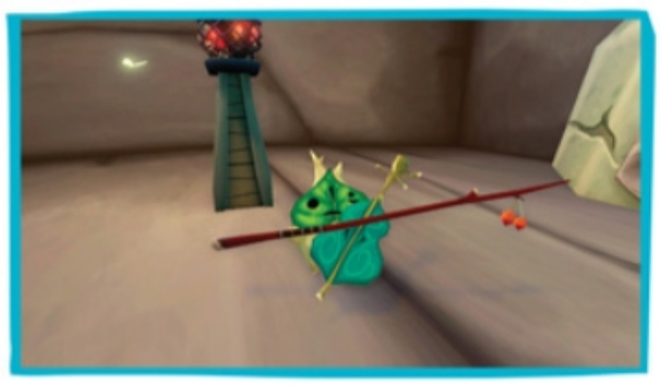
Before you enter the Wind Temple, the King of Red Lions tells Link that he believes Makar will assist him as Medli did in the Earth Temple. He believes that Link and Makar together can handle any obstacle that the Wind Temple puts in their path.



Red has always had faith in Link's ability. Where does that come from? In any case, we've got work to do, so don't dawdle; the Master Sword must shine again if we have any hope of defeating Ganondorf the next time we meet him.

NOTE

Controlling Makar



You can control Makar with the "Command Melody," much like you did with Medli in the Earth Temple; he can even fly like Medli. The big difference between Medli and Makar is that Makar can plant seeds in the yellow mounds of dirt you will see around the dungeon. And, unlike Medli, Makar cannot glide while you hold him.

FIRST FLOOR

Hidden Tingle Statue (see "Knuckle's Figurine" on p. 349)

Wind Temple 1F



MAP LEGEND

- A – B To/From
- Chest #1 (Orange Rupee)
- Green Warp Pot
- Chest #2 (Joy Pendant)
- Dungeon Map
- Blue Warp Pot
- Chest #3 (Joy Pendant)
- Big Key

1. THE WONDER OF SPRINGBOARDS



With Makar in tow, head toward the stone monument blocking the entrance of the Wind Temple and conduct the "Wind God's Aria" to destroy it. Enter the hole that was hidden underneath it.



There is nothing in this room besides the door and the warp leading back out of the temple, so head through the door ahead—remember to bring Makar with you.



Jump off the edge of the level you are standing on and immediately start to search for a lone Blue Wizzrobe. Defeat the Blue Wizzrobe, then head to the north side of the level and you'll find a Stalfos. Take it out with your sword or bombs, then break the lid of the Green Warp Pot on the room's northwest side.



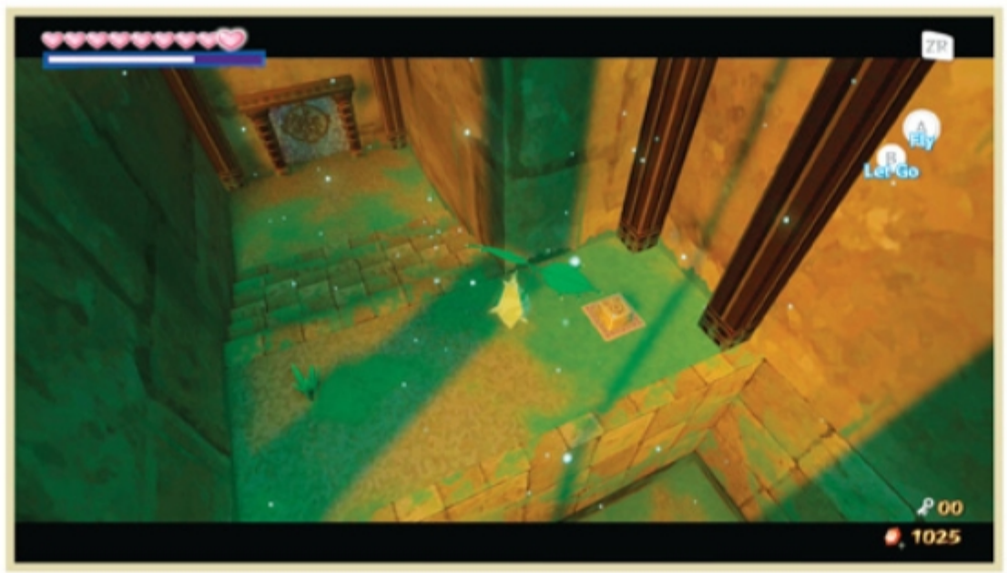
Release control of Makar and hop onto the gray springboard in the southwest corner. The spring won't budge as is, but luckily the Iron Boots are good for more than just withstanding Gale Island's signature winds and walking along slippery ice. Equip the Iron Boots to push the springboard to the ground, then unequip them to be launched into the air and land on the upper level of the room's south side.



Head back to the level's south side and use the "Command Melody" to take control of Makar. Fly Makar down to the yellow dirt mounds on the lower level. After planting a seed in both, small trees sprout from the dirt mounds and a treasure chest containing an Orange Rupee appears.



Equip your Deku Leaf, then hop onto the springboard on this level while facing north. Push it down with the Iron Boots and launch into the air. At the top of your jump, use your Deku Leaf to glide to the room's north side. Pick up Makar and head through the door.



Before releasing control of Makar, fly him to the upper level of the room's north side and have him hit the switch in the northeast corner to deactivate the fans blowing the wind vortices from the ceiling.



Set Makar down and move toward the Armos in the center of the room. Defeat them, then blow a gust of wind at the pinwheel to get the northern fence to flip upward, giving you access to the rest of the room.

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NOTE

Which Switch Is Which?

Don't bother messing with the switch on the room's right side, just past where the fence was. It only brings the fence back down, blocking off the room's south side.

Grab Makar and take him to the room's north side; then take control of him and plant a seed in the two dirt mounds in front of the door to unlock it. Pick up Makar and head through the door.



2. MAKAR CAPTURED!



This room has several plateauing cliffs, each one with a dirt mound on it. Put Makar down and use the "Command Melody." Fly Makar to each of the cliffs and have him plant a seed. Each seed makes a tree sprout out of it.



After Makar plants the third and final seed, several Floor Masters pop out of the ground and drag Makar off to the dungeon's prison. Don't worry, there was nothing you could have done to prevent it. Just head through the door on your platform's right side; we promise we'll find Makar again.



Makar is trapped in a cage on the room's north side. Defeat the Peahats that are floating in center of the room, then go over to Makar. There isn't much you can do for him at the moment, so head to the room's east side, defeat or ignore the Armos Knights standing near the door, and enter it.



Defeat the Peahats, then jump down to the lower level by heading toward the fence. Defeat the Floor Master that is patrolling the area, and lift the fence by blowing a gust of wind at the pinwheel.



Head to the level's west side, blow another gust at the fence to have it lower again, then hop onto the springboard near the pinwheel and spring back to the upper level.

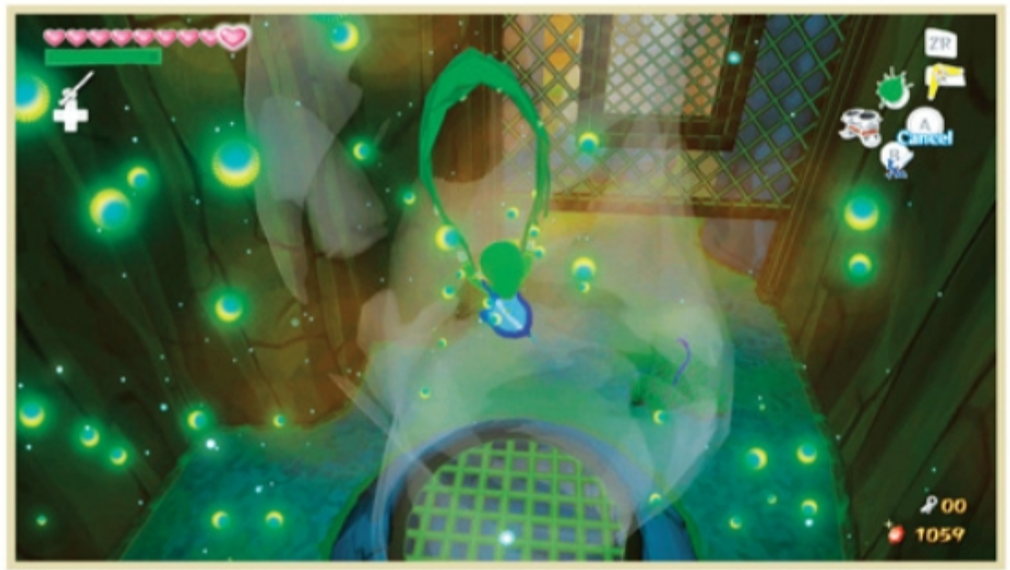


Activate the pinwheel on the upper level's east side to flip the fence horizontally. You can walk to the north side of the room's center to find a treasure chest containing a Joy Pendant.



You'll find another stone monument on the room's east side, but without Makar we have no way of removing it. So for now, go through the door in the room's southeast corner.

3. THE DEKU GLIDING CHALLENGE



This room will push your Deku Leaf gliding abilities to their limits. Follow our directions to avoid falling to the lower levels of the room. Start by gliding into the wind vortex to the south. Let it lift you as high as you can go, then glide to the switch to the left of the fence.

NOTE

Need a Lift?

If you fall to the lower level at any point, you can climb the vines on the room's northeast side to get back to the upper level.

Activate the switch and a portion of the fence will flip down horizontally, creating a platform to land on. Jump onto that platform and head to the other side of the fence. As soon as you cross the fence, a Blue Wizzrobe appears. Defeat it before moving on to save yourself a huge headache—there's nothing worse than getting shot out of the air by a fire-throwing bird-man.



TIP

Fill 'Er Up!

If you're running low on magic at any point, cut down the grass tufs to find Magic Jars.



Jump onto the platform to the left of the fence, then jump and glide to the platform next to it. Jump and glide through the hole in the fence on the room's south side to reach a treasure chest containing the Wind Temple Dungeon Map.



Face north and jump off the ledge, gliding back through the hole in the fence. Glide into the wind vortex ahead, turn back south, and land on the platform to the right of the fence. Cut the grass to refill your Magic Bar. You'll need it—this next part is a doozy.



Jump off your platform and glide west through the opening on the left side of the fence. Steer into the wind vortex to the right and head toward the platform on the right side of the fence ahead. Break the skulls on the platform to refill your magic, then pull out your Hero's Bow and defeat the Peahats and the Blue Wizzrobe around the area. Glide to the room's west side and head through the door.



This is the same room where Makar is being held. To your immediate right is the Blue Warp Pot (which you need to uncover before you can use it), and in front of you is a heavy pressure switch. Activate it and the floor in the center of the room will open, exposing the dungeon's basement far below.

NOTE

That's Heavy...

Heavy pressure switches are like any other normal switch you'll encounter, except you'll have to stand on it with the Iron Boots to activate it.

4. A LONG WAY DOWN

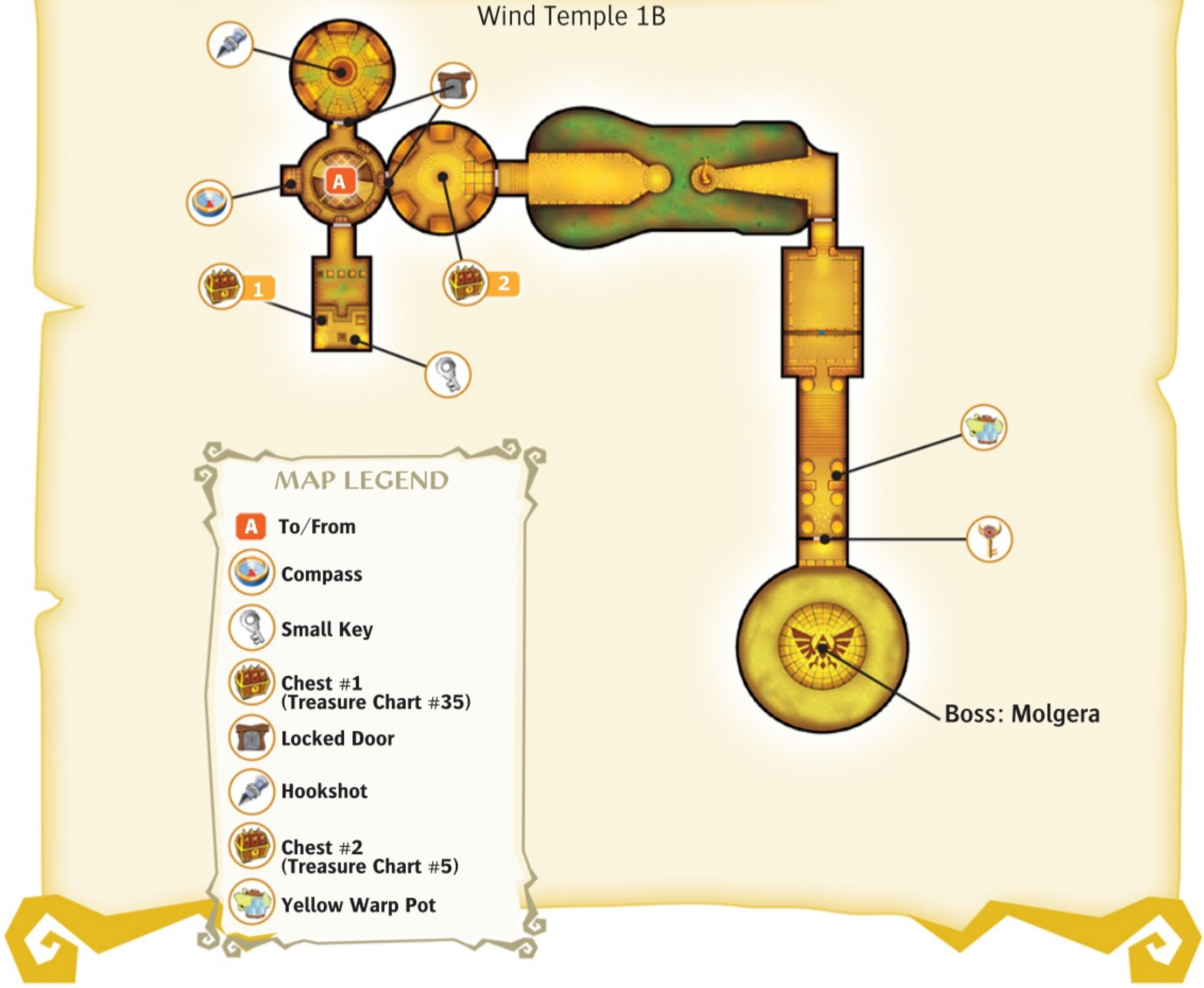


Jump down through the newly created opening to the basement floor. Pull out your Deku Leaf just before you hit the ground to prevent yourself from taking damage.

Once your feet touch solid ground again, enter the south door.

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BASEMENT FLOOR



This room has five stone panels sitting neatly in a row. Stand on one of them, equip the Iron Boots, and you'll break right through it. Be careful, though: each panel will spawn different monsters to attack you. There is only one safe panel—the second panel from the left.

Once you fall through the floor, push the block with the springboard to the etched tile on the room's south side. Then push the other block right up against it. Climb the normal block, then climb onto the block with the springboard. Equip your Iron Boots to spring up through the hole in the ceiling and you'll land on the upper level's south side.



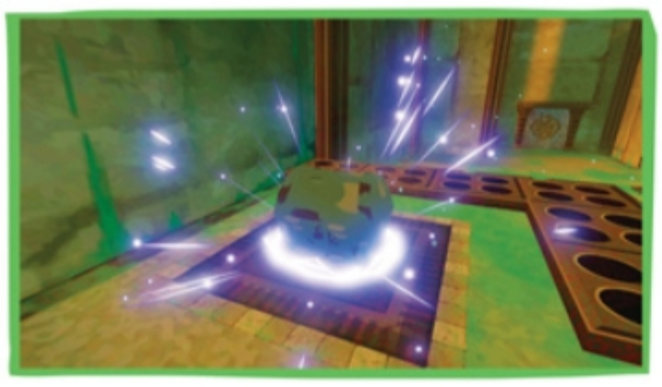




Open the treasure chest on the platform's right side to obtain a Small Key. The spikes in the floor will retract, giving you a clear path to the northern door. Head through it back to the main room of the basement floor.

TIP

Floor-Smash Surprise!



If you'd like to get Treasure Chart #35, smash through all of the stone panels and defeat the monsters that appear. Afterward, a treasure chest will appear on the left side of the platform that the Small Key was on.

The stone panels will summon different enemies depending on which panel you smash through. From left to right:

Four Red ChuChus
No enemies
Two Floor Masters
Three Armos
Five Green ChuChus

120 TREASURE CHART #35



With a Small Key in your possession, you'll now be able to head through the door on the room's north side.

5. YOU'RE HOOKED!



This room holds one of the most deadly foes in the game: a red Summoning Wizzrobe. This Wizzrobe is capable of summoning the lesser Blue Wizzrobes and can also summon Moblins and Darknuts.

Nintendo Gallery Notice



Get out your Deluxe Picto Box—this is your one and only chance to grab a pictograph of this most unique Wizzrobe! Be sure to take the Summoning Wizzrobe's pictograph before this miniboss battle is over.

Enemy: Summoning Wizzrobe



Summoning Blue Wizzrobes will teleport and shoot fire like your garden-variety Wizzrobes, but this bird-wizard is more dangerous because they can also summon enemies. Each Summoning Wizzrobe will call in different monsters periodically to support it in battle. Outside of the red-cloaked Summoning Wizzrobe you face in the Wind Temple, other Summoning Wizzrobes wear yellow cloaks but have the same abilities.

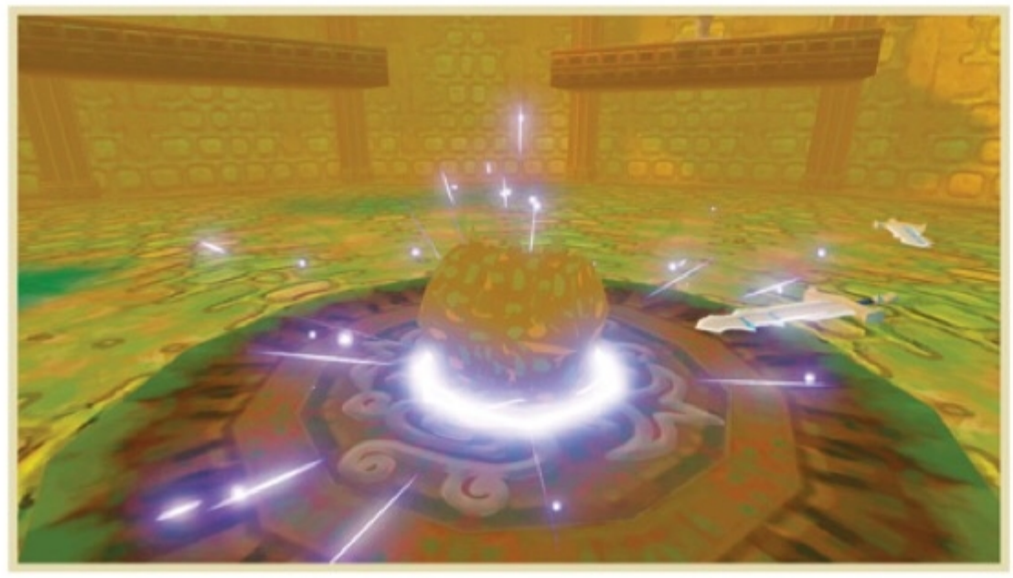
You defeat Summoning Wizzrobes in the same way as any normal Blue Wizzrobe, but these enemies have twice the amount of health that the regular Blue Wizzrobes do.



There isn't much strategy here beyond focusing on the red Summoning Wizzrobe as much as possible. Your first priority should be taking it out to prevent it from summoning more monsters. If the red Summoning Wizzrobe summons Blue Wizzrobes, they'll be your next priority. Just avoid the enemies that the Summoning Wizzrobe summons until the Blue Wizzrobes are out of commission.

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After clearing the room of enemies, a treasure chest will appear in the center of the room. Open it to receive the Hookshot!



NOTE

Hookshot: How to Use It



The Hookshot is like the Grappling Hook in that it can latch on to certain objects and get you around a room. Where the Hookshot differ is that there is no swinging involved in using it and the range is much shorter.

To use the Hookshot, equip it and target an object in a room, like a target panel, treasure chest, or even a tree. You'll then latch on to the item and be pulled directly to it.



The Hookshot also has another neat trick. If you wear the Iron Boots and hook onto one of the large, stone faces you've seen on the walls or blocking Makar's cage, you'll pull it down to the ground to open up new areas or to break the stone face, which will leave behind items.

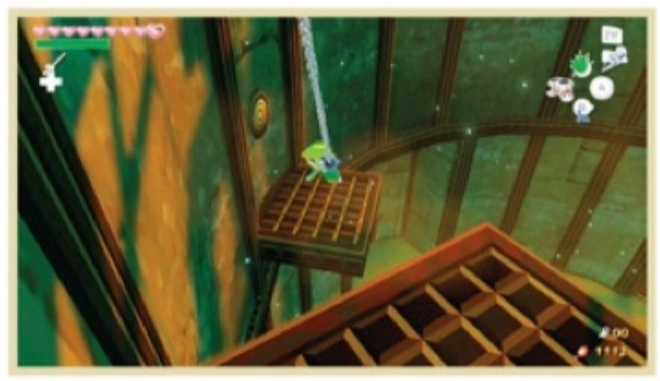
The Hookshot can also pull smaller enemies toward you, stun larger enemies, or even damage them.



To exit the room, use your Hookshot on the target panel above the platform on the room's north side. Pull out your Skull Hammer and flatten the peg on the platform to unlock the door, then head on through it.



We now have a way to free Makar, which means we must get back to the first floor. But how are we going to do that from here? Since we've got the Hookshot, it looks like the only way up is to hook onto the target panels around the platforms lining the room's walls.



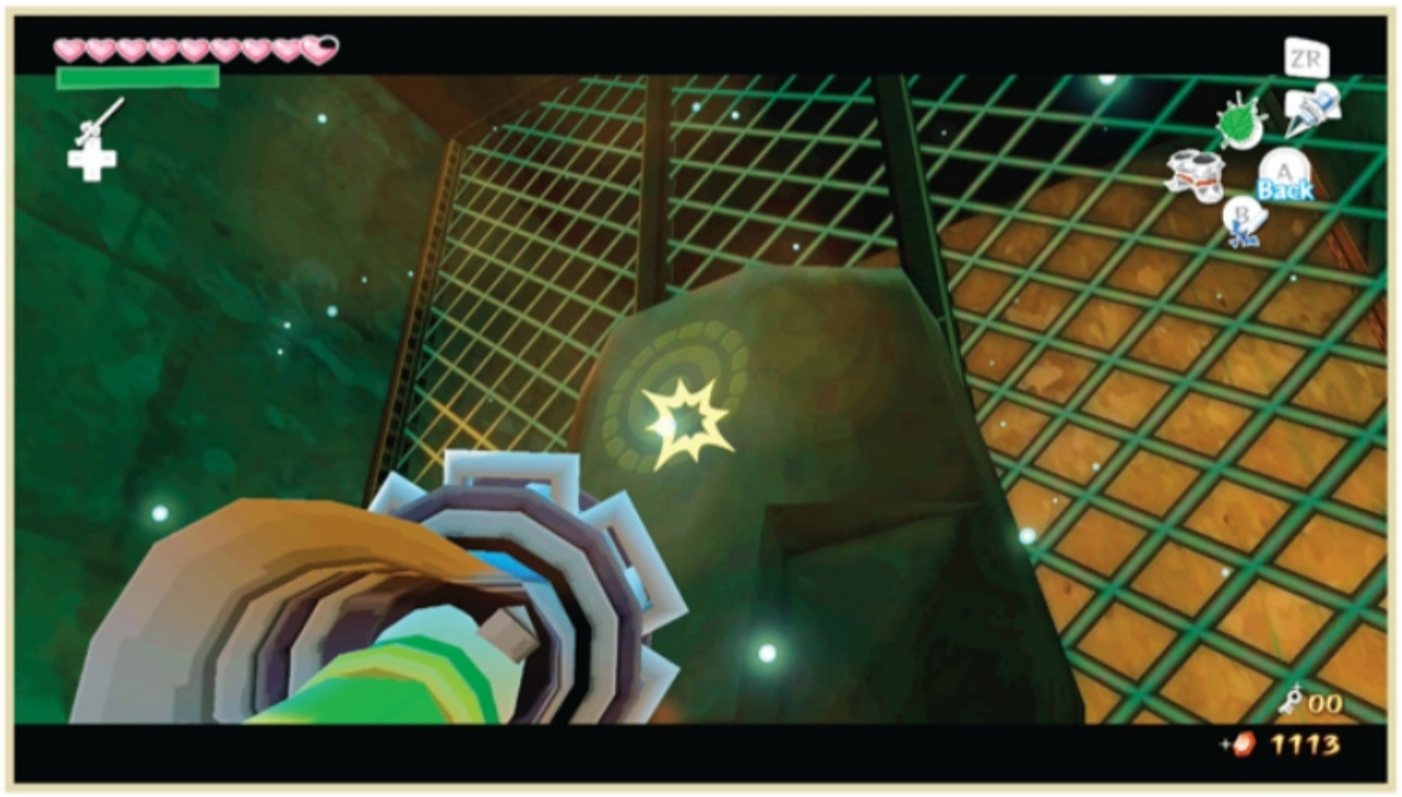
Start from the target panel above the platform on the room's northeast side. Turn right and hook onto the target panel above the platform ahead of you. Hook onto the target panel to the right of the platform you are on, then hook onto the target panel above the platform to your left.



Face west and glide to the alcove ahead. Open the treasure chest to get the Wind Temple's Compass. Now face east and hop onto the springboard on your right. Spring up to the platform to the alcove's right, then hook onto the target panel above the platform ahead.

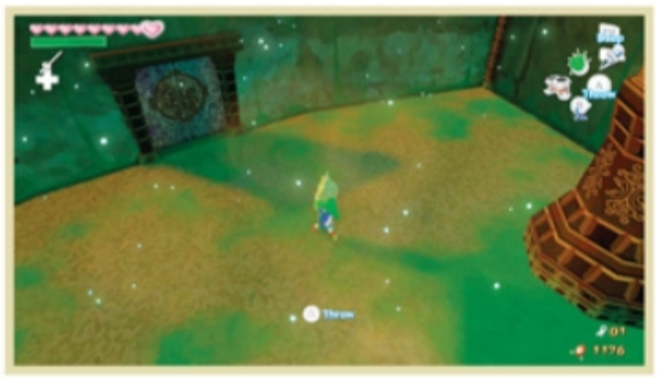


Hook onto the panel above the platform to the right of your platform. Continue up the platforms until you reach the one with the springboard on it. Launch from the springboard onto the platform ahead, then hook onto the target panel on either side of the wall on the room's north side.



You are now in front of Makar's cage. Stand a good deal to the left or right of the giant stone face, equip your Iron Boots, and hook the target on the center of the stone face's forehead to pull it down. Makar is now free! To reward yourself for a job well done, open the treasure chest to obtain another Joy Pendant. What a joyous occasion!

6. LINK, FRIEND OF NATURE



Pick up Makar and drop back onto the long platform just below the level you are standing on. Walk to its western end, put Makar down, and hook onto one of the target panels on either side of the west alcove's walls. Play the "Command Melody" and guide Makar to you, then release control, pick him up, and carry him through the door.



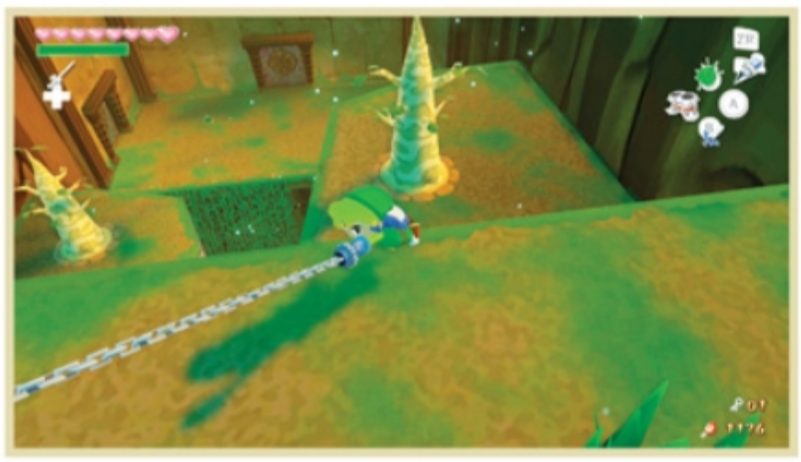
Once Makar has joined Link, pick him up and head through the door.



You are now back in the room where Makar was captured by Floor Masters. There is now a Summoning Wizzrobe roaming around the room, so be quick about dispatching it if you don't want to deal with the monsters it summons.



This room is nearly identical to the previous one, except there are Blue Bubbles floating about. We both know exactly how irritating those blasted blue skulls can be, but luckily you won't have too much trouble dealing with them now that you have the Hookshot. Just ZL-Target and use your Hookshot to draw each Blue Bubble toward you. This will remove their paralyzing blue fog and make them little more than simple skulls.



Once you've cleared the area of enemies, hook onto each of the trees that Makar planted to reach the room's upper level. When you reach the top, play the "Command Melody" and guide Makar up to you. It's a pretty good idea to have Makar land on each of the tree-bearing landings to avoid having him run out of stamina and falling to the lower levels of the room.



You'll need to plant seeds and create trees in order to get Link to the upper levels of the room's east side. This will be a bit trickier due to the Blue Bubbles. The easiest way to tackle the room is to leap-frog up the platforms with Makar. Have Makar carefully fly up to the first plateau and plant a seed in the dirt mound to sprout a tree. Now have Link Hookshot the tree, then defeat the nearby Blue Bubble. Repeat this process until you are on the plateau just before the top of the room's east side.

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Very carefully fly Makar up to the dirt mound at the top of the room's east side, then move him to the southeast corner, near the door, to avoid getting nabbed by the Floor Master on the platform's northeast corner. As Link, Hookshot the newly planted tree, defeat or ignore the Floor Master, pick up Makar, and head through the door.

SECOND FLOOR

Wind Temple 2F



MAP LEGEND

A – B To/From

Chest #1 (Joy Pendant)

Small Key



Place Makar on one of the constant pressure switches and then stand on the other one to open the grate covering a giant fan in the dungeon's basement floor.



Take control of Makar and head down to the dungeon's basement floor. Plant seeds in the two dirt mounds in the western alcove to active the gigantic fan in the center of the room. Fly Makar into the fan's wind vortex and set him down on the east side of the second floor.



Release control of Makar, then glide Link over to the east side where Makar is currently stationed. Open the treasure chest to get a Joy Pendant.



Leave Makar, then use the wind vortex to glide to the south side of the second floor and head through the door.

7. A WHOLE LOT OF ARMOS



This room requires a good bit of quick thinking. There are seven Armos in the center of the room, four of which will activate the second after you enter. Try and circle the room to activate the other Armos and have them group together. A single arrow from your Hero's Bow can hit several Armos at once, so with the Armos all bunched together, you should have little issue shutting a good deal of them down with a well-placed arrow.



Destroy their red core gems, then get your distance so you don't get caught in the onslaught of their chaotic spinning. After defeating all of the Armos, the gate on the room's south side will lift, giving you access to the treasure chest behind it. Open the chest to obtain a Small Key, then head out of the room.

Glide Link to the east side of the first floor, and take out the Armos Knights that are stationed to the left and right side of the door. Fly Makar down next, pick him up, and head through the door.



FIRST FLOOR



Clear the room like you did before by dropping to the lower level and blowing a gust of wind at the pinwheel. This will lift the fence blocking you from the other half of the room. Pass to the room's east side.



This room is housing three Darknuts that are ready and willing to do Link harm. This is a tough fight, but if you stick to your parry attacks and always ZL-Target the Darknut closest to you, you'll be able to handle this fight. Just do yourself a favor and stay on the defensive; don't go in swinging.



Head back to the room's upper levels and grab Makar. Take Makar to the room's east end and conduct the "Wind God's Aria" in front of the stone monument to destroy it. Leave Makar and head through the door that was previously covered by the stone monument.



After you defeat all three Darknuts, the east alcove will open up, giving you access to the treasure chest inside of it. Open the chest to obtain the Wind Temple's Big Key, then exit the room.

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BASEMENT FLOOR

8. VEXATIOUS VORTICES



Wait for the wind vortex to stop blowing, jump down to the basement floor, and repeat the process while controlling Makar to get him down to the basement as well. Grab Makar and wait for the fan to stop spinning again, then hop into the level below the fan. With Makar still in your hands, head through the locked door on the room's east side.



Defeat the two Stalfos and the Blue Wizzrobe in this room. Focus on defeating the Blue Wizzrobe first while avoiding the slow, clumsy Stalfos. After defeating the room's enemies, use the Hookshot to reach the highest platform on the room's northwest side.



On the platform is a heavy pressure switch that opens the room's east door. Press the switch down using your Iron Boots, grab Makar, and enter the door.

TIP

Before You Go



Pull down the stone faces on the room's wall to find two Bokoblins hiding inside of them. Defeat both of them to make a treasure chest containing Treasure Chart #5 appear.

122 TREASURE CHART #5

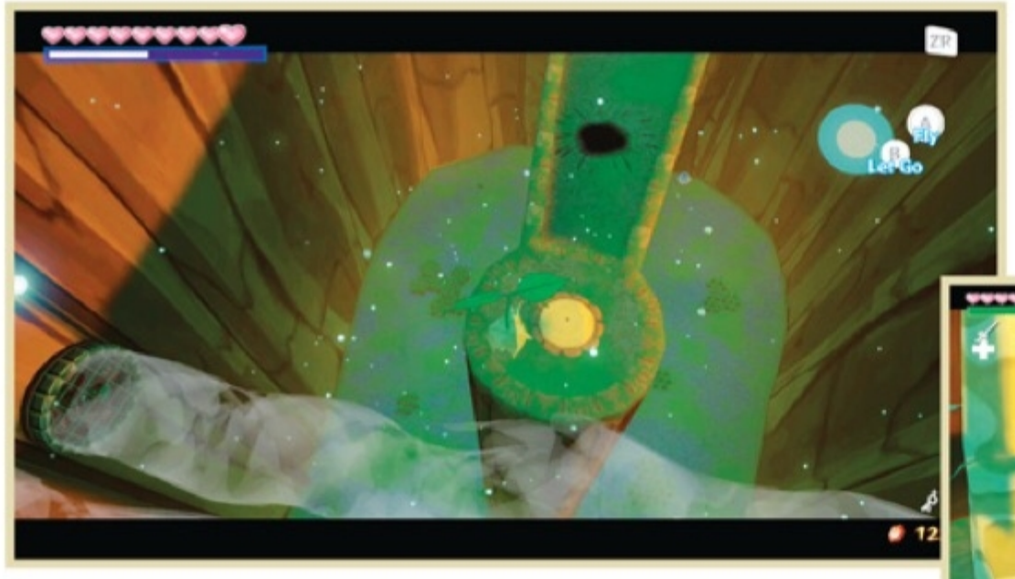
Leave Makar at the door and defeat the Shield Bokoblins and the two Armos Knights ahead. After clearing out the enemies on the room's west side, go back and grab Makar, then bring him to the east end of your platform.



TIP

Back on the Trail

If you accidently fall to the room's lower level, you can use the vines in the southwest corner to climb back to the upper levels.



Take control of Makar, fly to the east platform, and land near the dirt mound on the platform's end. However, do so very carefully in order to avoid getting caught by the Floor Master. Plant a seed in the dirt to switch off the fans that are blowing the wind vortices in between the room's east and west platforms.



Use the Hookshot to hook onto the tree Makar just grew, then take out the Floor Master and Peahats on the room's east side. Go back and grab Makar, then head through the door on the room's east side.

9. THE FINAL APPROACH



Put Makar down and grab hold of the first block ahead of you. Push the block forward until the first blade trap begins bouncing off of it. Go to the block's other side and begin pushing it straight toward the blade trap until the trap is pinned against the wall.



Head back to the room's north side and grab another block. You'll need to equip the Iron Boots as you get near the wind vortices to keep yourself from getting pushed back to the room's entrance. Pin the next blade trap to the wall in the same manner as the last one, then head for the third block on the room's north side. Push the third block into the narrow ravine on the room's south side.



Now go back to the northernmost block and pull it away from the blade trap. Take the block and push it over the block that is sitting in the narrow ravine on the room's south side. Push the blade trap on the other side of the ravine against the wall with the block, then head back to the room's north side and grab Makar. Avoid the first blade trap, equip your Iron Boots, cross the block in the ravine, and head into the passage.



Take Makar to the stone monument on the room's south end and conduct the "Wind God's Aria" to reach the dungeon boss's door. Break the pots in the area to refill your health, magic, and items, then save the game.

TIP
A Quick Detour

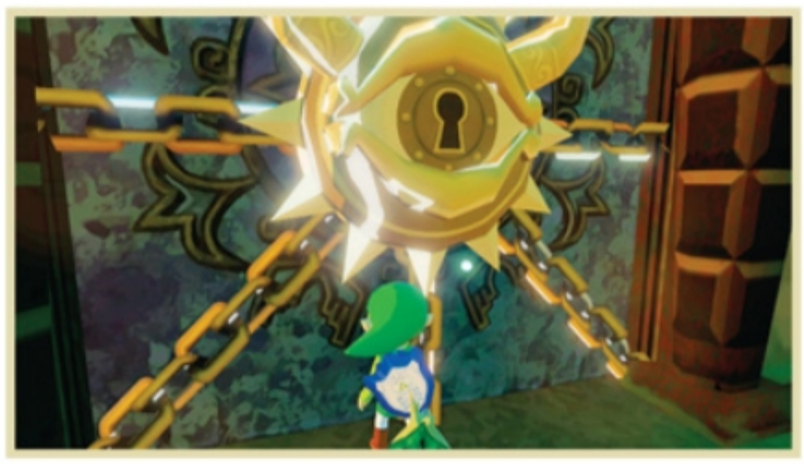


If you're interested in getting a Joy Pendant, you can hop into the Warp Pot near you and warp back to the first floor. Head through the north door and activate the pinwheel in the next room. The fence will flip horizontally, allowing you to cross to the room's other side.

Step on the east switch just past the fence to move the fence back into its original position. Use the Hookshot on the target panel above the east switch to be pulled to the room's upper level.

Use your Deku Leaf on the pinwheel to flip the fence horizontally again, allowing you to cross to the room's other side. Equip your Iron Boots and target the forehead of the stone face on the room's wall with the Hookshot to pull it down and reveal a Joy Pendant.

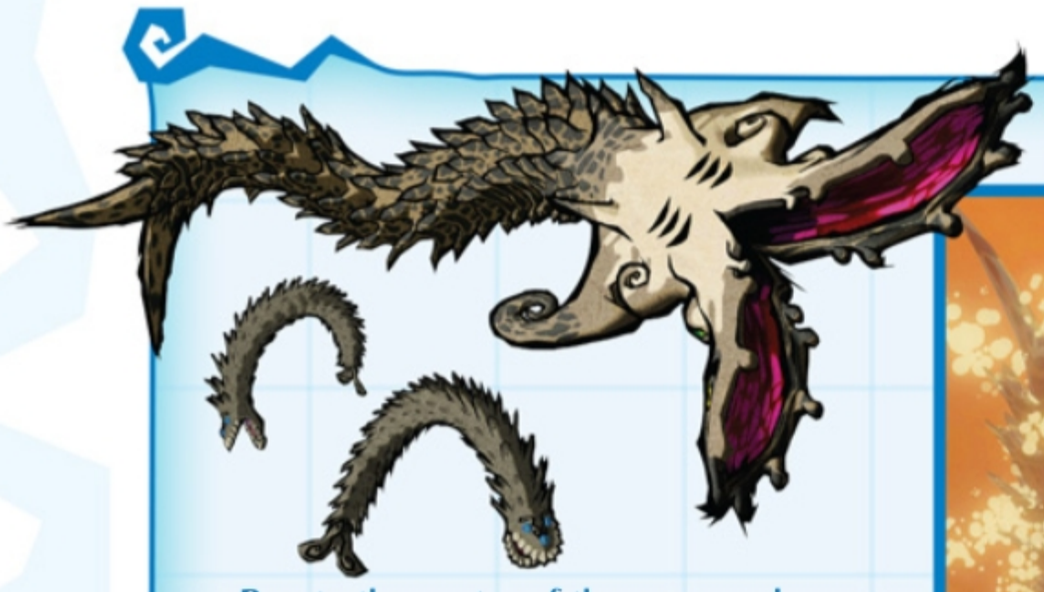
To get back to the boss's door, stand on the stone panel and equip your Iron Boots to drop down to middle level of the room. Head through the south door, jump off the platform into the room's lower level, and hop into the Warp Pot.



Head through the boss's door whenever you're ready.

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Boss: Molgera



Run to the center of the room and Molgera the giant sand worm will pop out of the ground. Molgera only attacks by eating you if you get too close to his mouth. Most of his defense comes from the larvae he spawns regularly.







The way to defeat Molgera is by ZL-Targeting his blue tongue, then using the Hookshot to draw him toward you. Slash his tongue three to four times and Molgera will withdraw into the sand, leaving his larvae behind to keep you busy.

Molgera will pop back up from the sand shortly after, giving you the chance to Hookshot his tongue again. The problem is, the larvae will constantly attack you or intercept your ZL-Targeting focus. To defeat them and get back to fighting Molgera, ZL-Target each larvae and Hookshot it to pull it out of the ground. Hit each one a handful of times to defeat it. Once defeated, these lurid larvae will often leave behind Hearts for you.



Once you clear out the larvae, go back to targeting Molgera's tongue. After hitting it three to four times, Molgera will begin to fly around the room. Try and defeat the next wave of larvae he leaves behind, while keeping an eye on the woeful worm; if you're not careful, Molgera will come down on top of you while you're distracted by his larvae. Repeat this process two more times and you'll squash this bug once and for all.



Collect the Heart Container, then step into the glowing triangle at the center of the triangle crest on the ground. Link places the Master Sword into the center of the crest just in time for Makar to enter the room. Link conducts Makar while he plays the "Wind God's Aria."



Once the song is complete, the Master Sword begins to shimmer again! Link is teleported back to the shores of Gale Isle to meet with Red.



Red has a bad feeling about Zelda's safety and suggests going after the Triforce Shards. Looks like we have work to do.

REBUILDING THE TRIFORCE OF COURAGE

The Master Sword shimmers again, but we still don't have everything we need to stop Ganondorf. Red said that we need to reassemble the Triforce of Courage if we want to get back to Hyrule Castle, so that's what we're going to do!

A BRIEF EXPLANATION

If you've been following the "Conquering the Great Sea" side quests, then you should already have all three of the Triforce Charts translated and Triforce Shard #1 in your possession. If that's the case, skip down to the Triforce Shard #2's instructions and work from there. For the rest of you, read on.

To complete the Triforce, you'll need Tingle's IN-Credible Chart, which can be found in any mailbox if you haven't collected it yet. You'll also need 1,194 Rupees to translate the Charts with Tingle and 21 Joy Pendants to give to Mrs. Marie on Windfall Island in order to get Triforce Shard #1.

If you are short on Rupees or Joy Pendants, you can skip ahead to the Triforce Shard #2 section and grab the necessary Rupees and Joy Pendants from the Savage Labyrinth.

It is also highly recommended that you visit the Great Fairies on Northern Fairy Island (C1) and in the Forest of Fairies on Outset Island (B7) before attempting to gather funds from the Savage Labyrinth.

One last note: The locations of the Triforce Shards as they appear on the Triforce Charts change with every play-through, so you'll have to pay close attention to the image displayed on each Chart to find each Shard's location.

Now, then, let's begin!

TRIFORCE CHART #1: ISLET OF STEEL (B5)



If you head to the Islet of Steel and destroy the Warship that is blocking the entrance, then head inside. You'll find a Wind Crest on the ground in front of a Triforce Crest. Play the "Wind's Requiem" on the Wind Crest and a chest containing Triforce Chart #1 will appear on the Triforce Crest.







TRIFORCE CHART #2: BIRD'S PEAK ROCK (G5)



Make sure you have a couple of Hyoi Pears before going for this Triforce Chart—if you're out, you can buy some from Beedle in front of Forest Haven (F6).



Sail to Bird's Peak Rock (G5), where you find a cavern sealed by a metal gate. Use your Grappling Hook to reach the top of the short island, and defeat a Blue ChuChu here.



Atop each of the nearby rock spires are Kargorocs sitting in nests that contain crystal switches. Aim your Hero's Bow to take out each Kargoroc. Scan the peaks with your Telescope to be sure you got them all.

NOTE

Work Smart, Not Hard

You don't have to take out every Kargoroc, but the next part is easier if you do.



Now, use a Hyoi Pear to take control of a seagull. Fly the seagull around to each of the five peaks of the island and hit the crystal switches.



After you trigger all five crystal switches, the metal gate sealing the Secret Cave below you opens. Enter it and drop down the hole to find an altar with the Wind Crest. Stand on it and conduct the "Wind's Requiem." A chest containing Triforce Chart #2 appears.

124 TRIFORCE CHART #2

TRIFORCE CHART #3: NEEDLE ROCK ISLAND (A5)

To the left of Needle Rock Isle are three cannon-mounted Warships that you can destroy with your Cannon. The ships will each leave behind a Ring of Light that holds an item for you to salvage with your Grappling Hook. The Warship to keep track of, however, is the golden one, which will drop Triforce Chart #3.



125 TRIFORCE CHART #3

TRANSLATING THE CHARTS



Head to Tingle Island (C3) and speak with Tingle at the top of the tower. Sensing the Charts in your inventory, Tingle will offer to translate them for you for 398 Rupees per chart.

Once translated, the Triforce Charts can be opened to reveal the locations of the three Triforce Shards. Track down the beam of light that is jetting out of the water in the area that the Triforce Chart reveals and pull up the Shard.

TRIFORCE SHARD #1

In order to get Triforce Shard #1, you'll first need the Cabana Deed from Mrs. Marie on Windfall Island. Follow the instructions below to get it.

MRS. MARIE AND THE KILLER BEES: WINDFALL ISLAND (D2)



At the center of town is a schoolhouse and a roving band of miscreants named the Killer Bees. Ignore the little runts for now and head into the schoolhouse to talk to the teacher, Mrs. Marie. Note: You'll have to talk to her twice before she'll tell you about her problem. Mrs. Marie is a glowing sunbeam of warmth and a vigilant defender of joy in all its forms. The problem is, she can't get those little punks outside her front door to come inside, so she can't share her joyous nature and break them free of their delinquent attitudes. She requests that Link go and have a word with them in hopes that they may have a change of heart if the request was made by someone near their age. Head back out of the schoolhouse and try to talk some sense into them.



It turns out that these pint-sized thugs are just as difficult to communicate with as Mrs. Marie said. They won't even talk to Link unless he can take them on the most intense round of hide-and-seek he has ever played. The four buzzing bullies take off into separate parts of Windfall Island—all outside and on the island. Follow my lead and we'll nab those troublemakers in no time flat.



Ivan, leader of the Killer Bees and the first of the hiding hoodlums, is in the tree in front of the archway leading into town. Get a running start, press Ⓐ, and roll into the base of the tree to shake him out of it. From there you need to catch him, so roll after him with Ⓐ but avoid pressing Ⓐ when near other townspeople, or else you'll be thrust into a conversation with them while Ivan gains some precious distance.



Jan is your second target. Find him by taking a left through the archway on the left of Mrs. Marie's happy classroom. You'll find him sitting behind a bush.



Jun-Roberto is hiding behind the tombstone on the highest natural point of Windfall Island. It is directly above where the King of Red Lions is stationed. You'll know it when you see the Elvis Presley–impersonating Tott dancing in front it.



Jin is hiding behind the bomb shop on the southwestern tip of the island. Walk up to the front of the shop and go around the left side. Sidle along the wall by standing next to it and holding Ⓐ when you reach the tiny dirt ledge attached to the side of the building. Cross to the other side and you'll find Jin standing right behind the shop.



After locating all of the Killer Bees, the gang's leader will concede to your unconquerable hide-and-seeking spirit. As a show of his respect for you, Ivan will give you Piece of Heart #2. Afterward, Ivan requests that you apologize to Mrs. Marie on their behalf—they'd do it themselves, but they've got an image to maintain, ya know?



Head back into the schoolhouse and talk to Mrs. Marie. She'll reward your efforts with a Purple Rupee worth a whopping 50 Rupees. Afterward, leave the schoolhouse and talk to the Bees again. They'll have another request for you. The Killer Bees have turned over a new leaf and are looking to do something nice for Mrs. Marie's birthday, which just so happens to be today. Problem is, they're the toughest gang on the island and they still have an image to maintain, so they request that Link take care of the gift getting and giving for them. They mention that Mrs. Marie loves jewelry in all forms and that they thought they saw a particular piece that she'd just die to have in a tree somewhere on the island.



Head back to the bomb shop on the southwestern point of the island and roll into the tree on the building's right side. Turns out the Bees were right and a Joy Pendant was stuck up there. We quickly find out exactly why the Bees knew such strange information: They put the Joy Pendant up there, because they couldn't be seen fraternizing with a do-gooder like Link.



Head back to the schoolhouse and equip the Joy Pendant by selecting the Spoils Bag from the Equipment menu. Use the item on Mrs. Marie while standing next to her by pushing the button you assigned it to. She will become overwhelmed with...well, joy, unsurprisingly. She happens to be an incredible fan of Joy Pendants, and she will give you something special if you bring her 20 of 'em. So hang onto those pendants and go out of your way to find them and they may just reward you in the future. For now, she gives you a Red Rupee for your troubles.

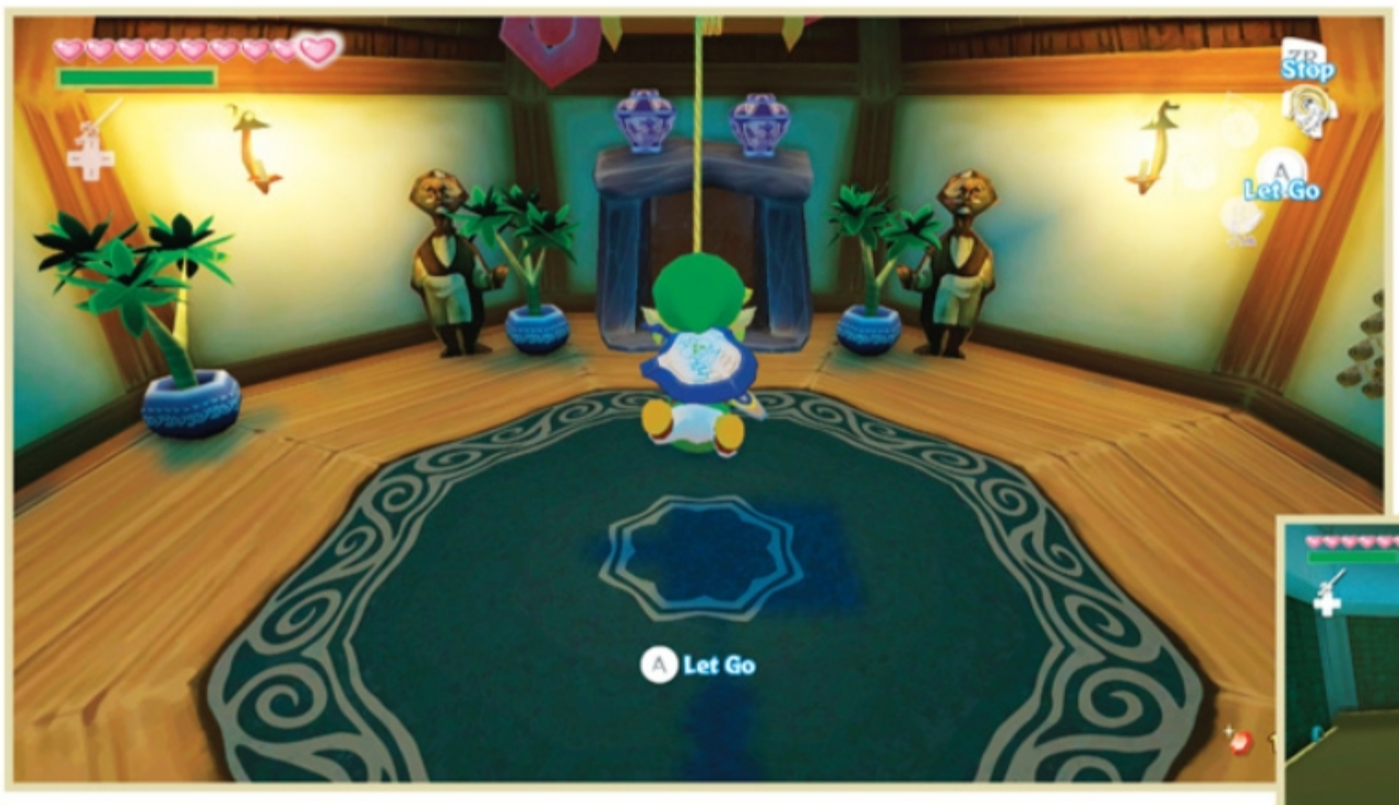


When you bring Mrs. Marie 21 Joy Pendants, she'll give you the Cabana Deed, which is the deed to your own private getaway in the Private Oasis (E5). Again, if you're short on Joy Pendants, you can skip to the Triforce Shard #2 section and run through the Savage Labyrinth, grappling Joy Pendants from every Bokoblin you face along the way. A trip or two through the Labyrinth's first 30 floors should be enough to get you the Joy Pendants you need.

Once you've got enough Joy Pendants, return to Mrs. Marie's schoolhouse to get the Cabana Deed.

126 CABANA DEED

PRIVATE OASIS (E5)



Head to the Private Oasis (E5) and approach the door of the Cabana. The snarky door butler will refuse you entry until you show him your Cabana Deed. Enter the Cabana and grapple onto the horizontal bar hanging from the ceiling. The fire in the fireplace will go out, revealing a secret passage beneath it. Enter the passage, then take the first right.



Follow the path until it forks. Take another right and drop down the ladder. Enter the hole on the same wall as the ladder, then follow these directions if you want to score some extra Rupees on your way:



Go ◑, ◐, ◐ to reach a room full of pots that are full of Rupees. Turn around and crawl back in the hole you entered this room from, and go ◑, ◐, ◐ for a second room full of Rupee-filled pots. Now back out of the room and go ◐, ◐, ◑ to reach a ladder leading out of the tunnel system.

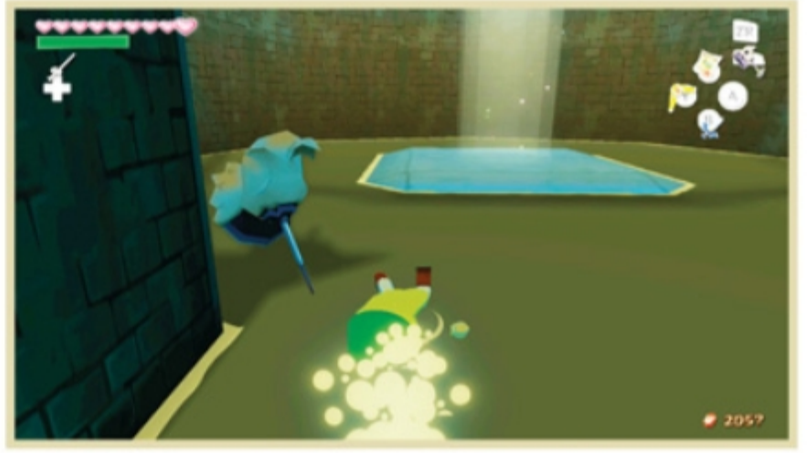


Head through the hole directly in front of the ladder and follow it to the other side. Climb the ladder and hammer the peg on the room's right side, then jump down the hole on the room's north end and defeat the ReDeads. Break the pots in the room to reveal another hole. Crawl into the hole and up the ladder at its end.



Stand on the Wind Crest and play the "Wind's Requiem" to make a treasure chest containing Triforce Shard #1 appear. Turn around and hammer the peg to your right and head through the gate after it opens. Go through the opening on the room's northeast side and take an immediate right.





The warp leading out of this maze will be in the room ahead.



127 TRIFORCE SHARD #1

TIP

A Quick Stop



If you head through the hole to the ladder's left and follow the path to its end, you'll reach a treasure chest containing an Orange Rupee.

TRIFORCE SHARD #2: OUTSET ISLAND (B7)



Head to Outset Island and go to the bridge that used to lead to the Forest of Fairies. Stand next to Old Man Ho Ho and set the wind blowing west. Use your Deku Leaf to reach the east tip of the island where the giant stone head is positioned. Lift the head to reveal a Secret Cave leading into the Savage Labyrinth.



The Savage Labyrinth is 50 floors of arena-style fights against all of the enemies you've met up to this point (except the bosses and the yellow Summoning Wizzrobe from the Wind Temple). If you can defeat 30 floors of the Labyrinth, you'll be rewarded with Triforce Shard #2.

TIP

Got It in You?

If you're feeling bold enough, you can challenge the full 50 floors of the Savage Labyrinth to earn the Hero's Charm: a mask that reveals the health of any enemies you fight.

NOTE

One Last Reminder



We want to remind you one more time that you can use the Savage Labyrinth to earn any Joy Pendants, Rupees, Golden Feathers, Knight's Crests, Skull Necklaces, Boko Baba Seeds, and Chu Jellies you might need. Just pull the spoils off your enemies with your Grappling Hook. The Rupees will be on every 10th floor, with the exception of the 50th floor, where the Hero's Charm is stationed.

The enemies in the Savage Labyrinth drop no items, so make sure to bring Fairies, potions, and grandma's Elixir Soup to successfully handle this challenge. Note that on the 10th, 20th, and 30th floors are pots containing Rupees, Hearts, and Magic Jars to get you back in fighting shape, so try to hang in there if you're low on health but getting close to one of those floors. The enemy list for the first 30 floors is as follows:

1. Keese
2. Miniblins
3. Bokoblins
4. Red ChuChus
5. Magtails
6. Keese and Miniblins
7. Fire Keese and Magtails
8. Bokoblins and Fire Keese
9. Moblins
10. Pots with Hearts, Green Rupees, and other items and a warp leading back to the surface
11. Peahats
12. Green ChuChus
13. Boko Babas
14. Shield Bokoblins
15. Wingless Mothulas
16. Boko Babas and Peahats
17. Green ChuChus and Bokoblins in pots
18. Shield Bokoblins and Wingless Mothulas
19. Winged Mothulas
20. Pots with Hearts, Green Rupees, and other items and a warp leading back to the surface
21. Blue Wizzrobes
22. Armos
23. Armos Knights
24. Yellow ChuChus in pots
25. Red Bubbles
26. Shield Bokoblins and a Darknut
27. Armos and a Blue Wizzrobe
28. Red Bubbles and Armos Knights
29. Darknuts
30. Pots with Hearts, Green Rupees, and other items, the Wind Crest, and a warp leading back to the surface



On the 30th floor, stand on the Wind Crest and play the "Wind's Requiem" to reveal the chest containing Triforce Shard #2. After you get the Shard, you can either head through the warp and return to the surface, or move on to the 31st floor and attempt to earn the Hero's Charm.



128 TRIFORCE SHARD #2

TIP

Savage Labyrinth Floors 31 Through 50

If you're planning on going for the Hero's Charm on the 50th floor of the Labyrinth, step into the beam of light and use your Mirror Shield to reflect light into the elephant statue on the room's right side. Underneath the statue is the entrance to floor 31.

Unlike floors 10, 20, and 30, the pots on the 40th floor do not contain any items other than Rupees, so make sure you have healing items in your inventory before challenging the last 20 floors. The following enemies await you on floors 31 through 50:

31. ReDeads
32. Blue Bubbles
33. Dark ChuChus
34. Poes
35. Winged Mothulas
36. Moblins and ReDeads
37. Winged Mothulas and Dark ChuChus
38. Poes and Moblins
39. Stalfos and Blue Bubbles
40. Pots containing more than 500 Rupees
41. Tons of Miniblins
42. Tons of Green, Red, and Yellow ChuChus (throw a bomb to stun them)
43. Hammer the peg to trigger Blue Wizzrobes
44. Tons of Bokoblins and Shield Bokoblins
45. ReDeads and Stalfos
46. Moblins and Darknuts
47. Blue Wizzrobes, Darknuts, and electric barriers
48. Stalfoses and a minefeld of Bomb Flowers
49. Darknuts and fire-breathing statues
50. A treasure chest containing the Hero's Charm





To use the Hero's Charm, you must equip it from the Equipment menu, instead of from your basic inventory. When you ZL-Target enemies, a red health bar will pop up near them to display how much health they have.



129 HERO'S CHARM

TRIFORCE SHARD #3: DIAMOND STEPPE ISLAND (A6)

In order to get Triforce Shard #3, you must board the dreaded Ghost Ship, but before you can do that, you need to get the Ghost Ship Chart from Diamond Steppe Island.



Once at the island, use your Hookshot on the lowest palm tree to get onto the island. Continue hooking onto the trees until you reach the highest part of the island. On the far edge of this level is a Secret Cave containing the Ghost Ship Chart.



130 TRIFORCE SHARD #3

THE GHOST SHIP CHART



Triforce Shard #3 is on the Ghost Ship, which appears at different islands in different phases of the moon. To find and enter the Ghost Ship, you need the Ghost Ship Chart, which is at Diamond Steppe Island (A6). Use your Hookshot on the lowest palm tree to get up to the island from your boat.

NOTE

Ghost Wrangling

If you don't get the Ghost Ship Chart, you can still find the Ghost Ship, but it fades away as soon as you sail into it.



Use your Hookshot along the palm trees until you reach the hole at the narrow end of the highest part of the island. Drop into that hole and you'll enter what appears to be a ship's graveyard.



Enter the purple Warp Pot directly in front of you. What follows is a maze of Warp Pots and Floor Masters. Enter the correct Warp Pots to proceed; going into the wrong one spits you back out at the entrance. To make it through the maze in one shot, enter the Warp Pots in this order:



Enter the Warp Pot beyond the Floor Master (the Warp Pot farthest from the one you used to enter the area).



Get the Joy Pendant from the chest next to the Warp Pot you shot out of, drop off the side of the boat through a gap in the railing, and enter the Warp Pot directly below that gap.



Your next Warp Pot is behind and to the left of the Floor Master you face in this area.



This last Warp Pot takes you to a wrecked ship with a Floor Master and a chest. Defeat the Floor Master and open the chest to get the Ghost Ship Chart. Then drop off the side of the ship to return to the beam of light that takes you back outside to Diamond Steppe Island.

131 GHOST SHIP CHART

UNDERSTANDING THE GHOST SHIP CHART



The Ghost Ship appears at one of seven different islands at night, depending on the phase of the moon. After you have the Ghost Ship Chart, the location of the Ghost Ship appears on your Sea Chart at night, along with an icon representing the Ghost Ship.



Five-Star Isles (G7) | *Star Belt Archipelago (G3)* | *Greatfish Isle (B4)* | *Crescent Moon Island (E1)* | *Diamond Steppe Island (A6)* | *Bomb Island (F5)* | *Spectacle Island (C2)*

NOTE

Quick and Painless

While in Diamond Steppe Island (A6), play the "Song of Passing" to change day to night. It is very common for the Ghost Ship to be in this sector at night.

THE GHOST SHIP



Open the Ghost Ship Chart, play the "Song of Passing," and meet the Ghost Ship at one of the seven islands. Sail directly into the Ghost Ship to enter it.

Defeat the two Poes and the Blue Wizzrobe inside the Ghost Ship, and a ladder drops at the end of the room. Climb it to reach an alcove with the chest containing Triforce Shard #3. When you open the chest, you automatically leave the Ghost Ship, which never again reappears.



132 TRIFORCE SHARD #3

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TRIFORCE SHARDS #4 AND #5: STONE WATCHER ISLAND (C5)

TRIFORCE SHARD #4

Find Triforce Shard #4 by opening Triforce Chart #2. The location of Shard #4 is on Chart #2's map. All you need to do is pull it up from the bottom of the ocean.

133 TRIFORCE SHARD #4



TRIFORCE SHARD #5



Sail to Stone Watcher Island and lift the huge stone head to reveal a Secret Cave. Fall into the cavern and go through the door in front of you when you land.



After you clear each room of enemies, a flame appears above the doorway. When all four doorways are lighted with a flame, two Darknuts appear in the large central room. Defeat them to open the sealed door.



The next room has five doors, not counting the one through which you entered. The one directly across the room from you is sealed. Starting with the door to your immediate left and going clockwise, the four remaining doors lead to rooms that contain:

Four Armos	Three Blue Wizzrobes
Two Moblins	Five Bokoblins



On the other side of the sealed door is a Wind Crest. Stand on it and conduct the "Wind's Requiem," and a chest appears. Triforce Shard #5 is inside.

134 TRIFORCE SHARD #5

TRIFORCE SHARD #6: OVERLOOK ISLAND (G1)



Use your Hookshot to zip up to the lowest palm tree on Overlook Island, and then Hookshot from tree to tree until you reach a Secret Cave in the ground. Drop into the cavern.



The setup of the Overlook Island cavern is almost identical to the cavern in Stone Watcher Island. Starting with the room to the left of the entrance and continuing clockwise, the rooms contain:

- Three Armos Knights
- Two Stalfoses
- Two Blue Wizzrobes
- Five Shield Bokoblins in pots



When you defeat all the enemies in those four rooms, four Darknuts, two with shields and two without, appear in the large central room. Defeat them all to open the sealed door in that room.

In the room beyond the now-unsealed door is the Wind Crest. Stand on it and conduct the "Wind's Requiem" to reveal a chest with Triforce Shard #6 inside.

TRIFORCE SHARD #7: GREATFISH ISLE (B4)



Open Triforce Chart #1 to reveal Shard #7's location. Pilot Red to the Shard's location on the Chart's map and pull it up from the bottom of the Great Sea.

TIP

Sunken Treasure #13

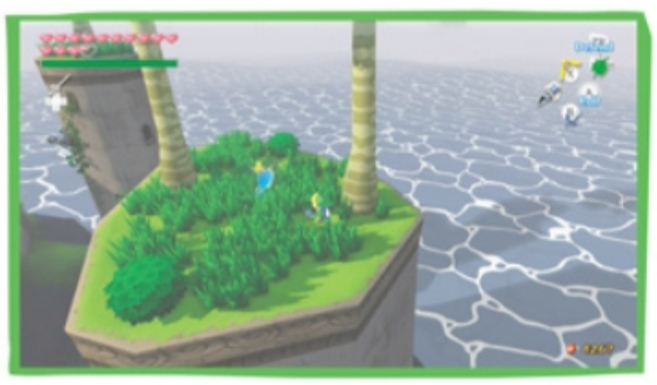


If you grabbed Two-Eye Reef, you can open it in this sector to reveal the location of the Secret Cave Chart. You don't really need the Secret Cave Chart, since this guide will point out the locations of every Secret Cave, but if you're a collector it's worth going out of your way to grab it.

135 SECRET CAVE CHART

TIP

Pick and Chus



You can find another Blue ChuChu near the second tree from the bottom.

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TRIFORCE SHARD #8: CLIFF PLATEAU ISLES (G6)

To find Shard #8, open Triforce Chart #3. Just find Shard #8 near the Cliff Plateau Isles and pull it up with your Grappling Hook.



THE TRIFORCE OF COURAGE

With the Triforce of Courage complete again, we can now get back into Hyrule Castle to find Zelda. From here, you can warp to the Tower of the Gods (E4) and head through the portal to reach the castle.

If you've been following the "Conquering the Great Sea" sections of this guide up to this point, you can follow the "The Great Sea Conquered" section below to finish getting all of the Pieces of Heart, getting all the Treasure Charts, and pulling up all the treasure they hide.

Once you head into Hyrule Castle, it'll be a near straight path to the end of the game, so if you're looking to wrap up all the side quests, this is the time to do it.

The Great Sea Conquered

Before heading out of Hyrule Castle to rescue Tetra—or maybe we should call her Zelda—you can head back to the surface of the Great Sea and complete the final side quests. Just a little more and you'll have seen and done it all!

Private Oasis (E5)

A Complimentary Treasure Chart



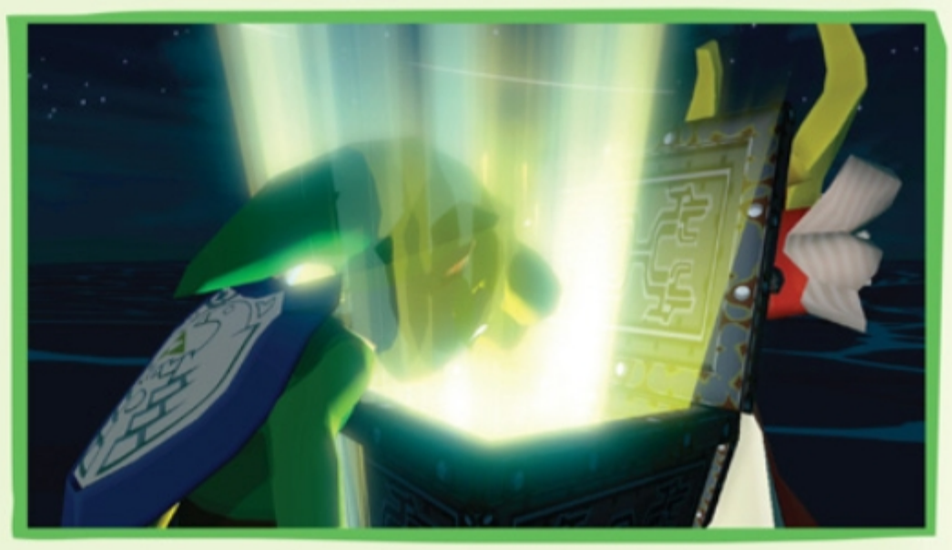
If you use your Hookshot to reach the highest point of the Private Oasis island, you'll find a chest containing Treasure Chart #27. This island sure has it all, huh?



136 TREASURE CHART #27

Bomb Island (F5)

Sunken Treasure #20



Grabbing Treasure Chart #20 from the Earth Temple is about to pay off big. If you open it in this sector, you can track down Piece of Heart #39. Not only is that one Piece of Heart away from completing your tenth extra Heart Container, but it also means you only need five more Pieces of Heart, period! You've been so tenacious up to this point, don't stop now!



137 PIECE OF HEART #39

The Great Sea Conquered, continued

Zunari's Reward



On the Bomb Island is another Traveling Merchant. If you offer him the Exotic Flower, he'll give you a Sickle Moon Flag.

After having traded with all three Traveling Merchants, you can head back to Zunari to receive a special reward. If you're willing to wait, we'll be making a stop at Windfall Island shortly, so you can collect the item then.

Forest Haven (F6)

Withered Deku Trees



During the cutscene that runs after you clear the Forbidden Woods dungeon and return Makar to Forest Haven, eight Koroks leave the sanctity of the Great Deku Tree's lair to plant new Deku Trees on eight islands across the Great Sea. However, something has happened to the newly planted Deku Trees—they're withering away for some reason. Help the Withered Deku Trees to get Piece of Heart #40.

You need an Empty Bottle and the "Ballad of Gales" warping song. Talk to the Great Deku Tree, who explains the entire situation to you. He also marks the locations of the eight Withered Deku Trees on your Sea Chart. They appear as faint Deku Leaf symbols. Now all you need is some Forest Water.



Fill your bottle in Forest Haven with Forest Water, magically purified water with the power to revive Deku Trees. You can fill only one bottle, but it holds an unlimited amount of Forest Water. Forest Water turns into ordinary water 30 minutes after you leave Forest Haven; you must water all eight Withered Deku Trees before that time passes.



We'll show you the right strategy for watering all eight Withered Deku Trees with more than 10 minutes to spare:

Cliff Plateau Isles (G6): Sail directly east from Forest Haven. At Clif Plateau Isles, enter its Secret Cave and use the cavern's alternate exit to reach the Withered Deku Tree on top of the largest isle.

Shark Island (C6): Warp to Southern Fairy Island (D6) and then sail west.

Greatfish Isle (B4): Warp directly to Greatfish Isle and run up the southeast isle's corkscrew-like pathway to reach the Withered Deku Tree at the top.

Needle Rock Isle (A5): Sail directly southwest from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.

Private Oasis (E5): Warp to the Tower of the Gods (E4) and sail south.

Eastern Fairy Island (E3): Warp back to the Tower of the Gods (E4) and sail north.

Mother & Child Isles (B2): Warp to Tingle Island (C3) and sail northwest (do not warp directly to B2). The Withered Deku Tree is on top of Child Isle.

Star Island (B1): Sail directly north after you finish watering the Withered Deku Tree on Child Isle.

Whatever watering strategy you use, the eighth Withered Deku Tree instantly grows several feet taller, becoming healthy and strong, after you water it. As thanks for your help, you get Piece of Heart #40. If you didn't make it to every Withered Deku Tree in time, try again!

138 PIECE OF HEART #40

The Great Sea Conquered, continued

Boating Course (F7)

Sunken Treasure #32



Treasure Chart #32, which you found by sieging Three-Eye Reef (A4), can be opened in this sector to reveal the location of the Sea Hearts Chart. This Chart will show you the locations of every salvageable Piece of Heart on the Great Sea. You of course don't need this, but the collection of treasures must be complete!

139 SEA HEARTS CHART

Flight Control Platform (G2)

Warp to Dragon Roost Island (F2), then head east to get to the Flight Control Platform (G2) quickly.

Sunken Treasure #19



If you grabbed Treasure Chart #19 from Four-Eye Reef (A2), you can open it while in this sector to reveal the location of the Island Hearts Chart. When opened, the Island Hearts Chart will reveal the locations of every Piece of Heart that is on the islands of the Great Sea. It's not something you necessarily need, but you'll want it if you're trying to grab every Treasure Chart treasure.

140 ISLAND HEARTS CHART

Star Belt Archipelago (G3)

Sunken Treasure #27



If you grabbed Treasure Chart #27 from the highest point of the Private Oasis (E5), you can open it while in this sector to reveal the location of a Silver Rupee.

Thorned Fairy Island (G4)

Sunken Treasure #5



If you grabbed Treasure Chart #5 from the Wind Temple, you can open it while in this sector to reveal the location of Piece of Heart #41. Only three to go!

141 PIECE OF HEART #41

Bird's Peak Rock (G5)

Sunken Treasure #36



If you grabbed Treasure Chart #36 from Ice Ring Isle (E6), you can open it while in this sector to reveal the location of a Silver Rupee.

Windfall Island (D2)

The Most Expensive Armor



After trading to all three of the Traveling Merchants on the Great Sea, talk to Zunari and he will give you the Magic Armor as a reward for your hard work.

The Magic Armor uses Rupees to make Link invulnerable so long as he's wearing it. Your Rupees will deplete very quickly while wearing the Magic Armor, so don't wear it unless you've got a hefty amount of money in your Wallet.

142 MAGIC ARMOR

The Shop Guru

If you want to fill up Zunari's store inventory and also earn yourself Piece of Heart #42, you can continue trading with the Traveling Merchants until you receive the Shop Guru Statue. You can then take it to the Traveling Merchant on Greatfish Isle (B4) and he'll give you the Piece of Heart.

The Great Sea Conquered, continued



The quickest route to getting just about every item and the Shop Guru Statue is by trading in this order—just make sure not to warp to Mother & Child Isles (B2) when instructed to visit the sector:

Greatfish Isle (B4): Trade the Sickle Moon Flag for the Fountain Idol.

Mother & Child Isles (B2): Trade the Fountain Idol for the Big Sale Flag.

Greatfish Isle (B4): Trade the Big Sale Flag for the Hero's Flag, then trade the Hero's Flag right back to the Traveling Merchant for the Postman Statue.

Mother & Child Isles (B2): Trade the Postman Statue for the Shop Guru Statue.

Greatfish Isle (B4): Trade the Shop Guru Statue and the Traveling Merchant will give you Piece of Heart #42.

At this point you'll have nearly every item you can get from the Traveling Merchants, but if you're looking to get the remaining three items, read on:

Mother & Child Isles (B2): Trade an Exotic Flower to receive the Pinwheel and trade a Big Sale Flag for a Big Catch Flag.

Greatfish Isle (B4): Trade a Fountain Idol for the Skull Tower Idol.

143 PIECE OF HEART #42

A Joyous Volunteer



If you've taken part in the Trading Quest, you can purchase any of the items you traded the Traveling Merchants for at Zunari's stall. Decorate Windfall with these Trading Quest items to get a Piece of Heart from Sam, the man who sits on a bench on the cliff near the cafe during the day.



If you put an item in each of the Joy pedestals—not including the ones inside the town's shops—then talk to Sam. He'll give you Piece of Heart #43 for being such a great "Joyous Volunteer."



Several Joy pedestals are on the ground all around Windfall Island. These are used to hold the decorative Trading Quest items. Purchase a Trading Quest item from Zunari's stall—such as a Sea Flower or a Fountain Idol—and then place it on any of these Joy pedestals. Voilà! The town now looks a bit more cheerful!



You can also get a Purple Rupee by purchasing a Shop Guru Statue from Zunari and placing it on top of Windfall's main entrance gate. Afterward, talk to the sailor named Kane, who's always admiring the main gate. He gives you a Purple Rupee for your stylish decorating skills. This isn't such a good deal if you think about it—a Shop Guru Statue costs you 200 Rupees!

144 PIECE OF HEART #43

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Northern Triangle Island (D3)

Sunken Treasure #26

If you grabbed Treasure Chart #26 from Six-Eye Reef (D4), you can open it while in this sector to reveal the location of the Octo Chart. The Octo Chart reveals the locations of all the Big Octos in the Great Sea. You don't need this Chart, but you should definitely grab it if you're looking to collect all of the treasure listed on the Treasure Charts.



145 OCTO CHART

Pawprint Isle (E2)

For True Heroes Only

On one of Pawprint Isles' pad isles is a Secret Cave containing Treasure Chart #46. This Secret Cave contains one of the most difficult—if not THE most difficult—fight in the game, so make sure you're prepared before entering.



If we haven't scared you of, you can Hookshot onto the cactus-like tree on the left of the two middle pad isles to find the Secret Cave.



Once inside, head to the center of the room and a Summoning Wizzrobe will appear. After defeating it, and any enemies it summons, three more Summoning Wizzrobes will appear. Do your best to focus on taking out the Summoning Wizzrobes before fighting their creations. Be on your guard: This fight is a taxing one, to say the least.



After clearing out all of the enemies in the room, a treasure chest containing Treasure Chart #46 will appear in the center of the room. Claim it, then head through the warp at the room's entrance.

146 TREASURE CHART #46

Southern Triangle Island (D5)

Sunken Treasure #44



The Treasure Chart you got from Star Belt Archipelago will reveal the location of an Orange Rupee. Just open Treasure Chart #44 and salvage the Rupee from the Great Sea's surface.

Two-Eye Reef (D7)

Warp to Southern Fairy Island (D6), then head south to reach Two-Eye Reef as quick as possible.

Sunken Treasure #46



Open Treasure Chart #46, which you received from the extremely challenging Secret Cave on Pawprint Isle (E2), to reveal the location of your 44th and final Piece of Heart.

Congratulations on a job well done! You now have plenty of health to challenge whatever Ganondorf holds for you.

147 PIECE OF HEART #44

The Great Sea Conquered, continued

Shark Island (C6)

Sunken Treasure #16



Treasure Chart #16, which you found in the Seven-Star Isles (F1), can be opened in this sector to reveal the location of a Silver Rupee.

Switch Hitter



If you have the Iron Boots and the Skull Hammer, you can activate all four switches on the island and lower the flames around the hole, which leads to a Secret Cave. The switches are on a time limit, so you need to hit all four as swiftly as possible.



First cut down any saplings and grass tufts around the island; a clear path to each switch saves time. Then head to the "tail" of the island and ready your Skull Hammer and Iron Boots. Stand on top of the switch here and activate it by equipping the Iron Boots. Immediately unequip the Iron Boots and run to the white crystal on the island's other side, drawing your sword as you go.



Whack the crystal with your sword or Boomerang and then jump onto the pressure switch on the ledge above the crystal to activate it. Now jump down to the peglike switch, lock on to it, and put the hammer down. A wind vortex appears next to the island and the ring of flames disappears, allowing you to enter the Secret Cave.

Before entering the Secret Cave, read the "Air ChuChu" section below if you want a Blue ChuChu. If you enter the Secret Cave first, you'll have to rehit all of the switches on the island to make the vortex appear again.



Inside the Secret Cave, you face a tough battle against Moblins, Darknuts, and several other enemies that will come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

Air ChuChu



Activating all four switches on this island creates a wind vortex nearby. Use this to glide to the highest part of the island, where a Blue ChuChu can be found.



To reach the vortex, head to the "tail" of the island where the Iron Boots switch is, and set the wind to blow southeast. Use the Deku Leaf to glide into the updraft. Be prepared to fight the wind while trying to reach the vortex, then point yourself toward the island's highest point and glide to reach it.

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Five-Eye Reef (B6)

Sunken Treasure #12



Treasure Chart #12, which you found in the Earth Temple, can be opened in this sector to reveal the location of a Silver Rupee.

Islet of Steel (B5)

Sunken Treasure #35



Treasure Chart #35, which you found in the Wind Temple, can be opened in this sector to reveal the location of a Silver Rupee.

Horseshoe Island (A7)

Bait and Switch



The Sea Platforms in this sector both have switches on them. Hit a switch on one Platform and a treasure chest appears on the other. One of those chests contains Treasure Chart #43.



148 TREASURE CHART #43

Outset Island (B7)

Sunken Treasure #43

Treasure Chart #43, which you just grabbed from the Sea Platforms in Horseshoe Island (A7), can be opened to reveal the location of an Orange Rupee.



Forsaken Fortress (A1)

Sunken Treasure #25

If you grabbed Treasure Chart #25 while in the Cliff Plateau Isles (G6), open it to reveal your final Treasure Chart treasure: a Silver Rupee.

You've done it! You've seen it all. Now all you have left to do is challenge Ganondorf and come out on top. With all the extra items and Heart Containers, there's no way you won't win!



TOWER OF THE GODS (E5)



After completing the Triforce of Courage, Red suggests that we waste no time getting back to Hyrule Castle; he'll take Link there without delay. Warp to the Tower of the Gods (E4), and Link will hold out the Triforce of Courage, opening the portal between Hyrule Castle and the Great Sea once again.

Back at the castle, head underneath the statue and go to the room where the Master Sword was being held. Zelda is standing in the center of the room in a haze but suddenly disappears when Link gets near her.



Ganondorf! That fiend kidnapped her, and to seal the deal, he sent two Mighty Darknuts to take Link out. Defeat the Darknuts the way you normally would, but take extra care during this fight. Mighty Darknuts are mean and your health can disappear in an instant when facing them.

After defeating the Mighty Darknuts, exit the room. Ganondorf's not going to get away with kidnapping Tetra.



Nintendo Gallery Notice



Mighty Darknuts are the rarest of all, so take this opportunity to take a pictograph during this frantic battle. How can you tell it's a Mighty Darknut? Because it's wearing a cape, of course!

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GANON'S TOWER: THE FINAL SHOWDOWN

The time has come to put an end to the master of evil. He has terrorized the world for too long. This may have once been Hyrule, but it is now the Great Sea, our sea. Ganondorf no longer has a place in the world, and we need to make sure he knows it. The Triforce of Courage has been reassembled, and Link has been declared the Hero of Winds by the Master Sword. History will repeat itself as it has for generations: Ganondorf will fall.

Exit Hyrule Castle through the door at the bottom of the stairs. Head along the bridge until you hit the barrier blocking Ganondorf's tower from Hyrule Castle. Slash the barrier with the Master Sword, then continue down the path.







There is only one way to go from here if your destination is Ganon's Tower. Defeat the Peahats, Moblins, and other beasties along the way. Once the path below you ends, pull out your Hookshot and hit the targets on the archways to cross the gaps.



Look out for the Keese that have made the archways their home and continue to use your Hookshot on the targets until you reach the passage leading into Ganon's Tower.

GANON'S TOWER



The entrance of Ganon's Tower is divided into six doors, four of which are for each place that Ganondorf attempted to control. The door straight ahead of you has four symbols on it, each reflecting a dungeon boss you've had to face during your adventure. In order to continue deeper into the tower, you must enter each door and defeat the dungeon bosses within.

From left to right, the doors reflect bits of Dragon Roost Cavern, the Forbidden Woods, the Earth Temple, and the Wind Temple. We will list each door starting with Dragon Roost Cavern, so follow along if you want to reach Ganondorf and put an end to his madness quicker.

NOTE

Where Gods Reside

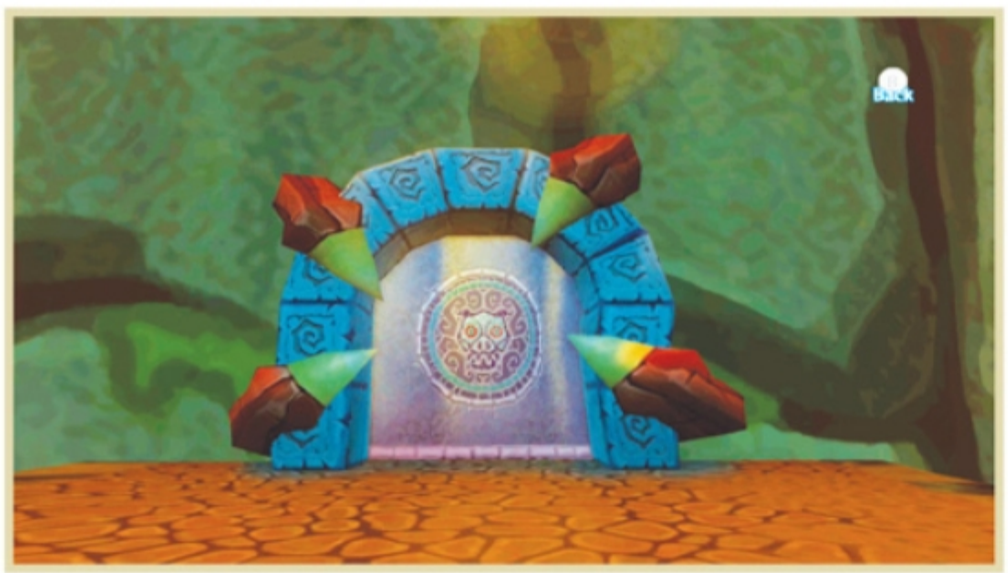
The Tower of the Gods is not represented in Ganon's Tower, because Ganondorf did not control that dungeon's boss. Gohdan was a creation of the gods used to test the courage of a potential hero, not some beast of Ganondorf's design.

Nintendo Gallery Notice



If previous Pictographs didn't pass muster, though these bosses look black and white during these battles; you can use Pictographs of them in the Nintendo Gallery if you missed them the first time around. Or even a second time! You can come back to fight these baddies again and again if you feel up for a challenge.

DRAGON ROOST CAVERN ROOM



You can reach this area from the door on the left side of the entrance of Ganon's Tower.





A large pool of lava separates you from your destination on the room's other side. There are two ways to go about crossing the lava pool. The first is to use your Grappling Hook on the posts above the pool. Grapple onto a post and pull yourself to the top, then grapple onto the next post and repeat. Use your Hero's Bow to shoot arrows at the skulls lining the sides of the posts; some of them are actually stationary Red Bubbles that will gladly knock you into the lava below if you give them the chance.

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The second method is to take one of the water pots lining the walls near the room's entrance and throw it into the lava below.





Jump onto the platform it creates and use Ice Arrows to build more platforms to cross.



When you reach the last preexisting platform, shoot an Ice Arrow onto the lava plume to your right, ride it up, jump of, and glide to the platform ahead.

Defeat or ignore the Red Bubbles roaming around the platform, then head through the door to face Gohma for a second time.

Boss: Gohma



You probably remember this first boss well enough to handle yourself from here, but here's a quick reminder on how to defeat Gohma.



Use the Grappling Hook to grapple onto Valoo's tail at the center of the room's ceiling. After swinging on the spirit of the sky's tail, the hardened lava surrounding it will fall down on Gohma's head.



There are a few changes to this fight, the most noticeable being that everything is black and white. The only other change is that your equipment has been reduced to the items you had when you first fought Gohma. The only item you need to defeat the monstrous Magtail is the Grappling Hook, so make sure to equip it immediately.



Repeat this process two more times to break Gohma's thick outer shell. From here, ZL-Target Gohma and use your Grappling Hook to drag it down to your level. Slash the beast's giant eye three to four times and you'll send Gohma back to where it belongs: in your memories.



Immediately after defeating Gohma, you'll be teleported to the center of the entrance of Ganon's Tower. One of the four symbols on the large door at the hall's end will light up. Three to go!



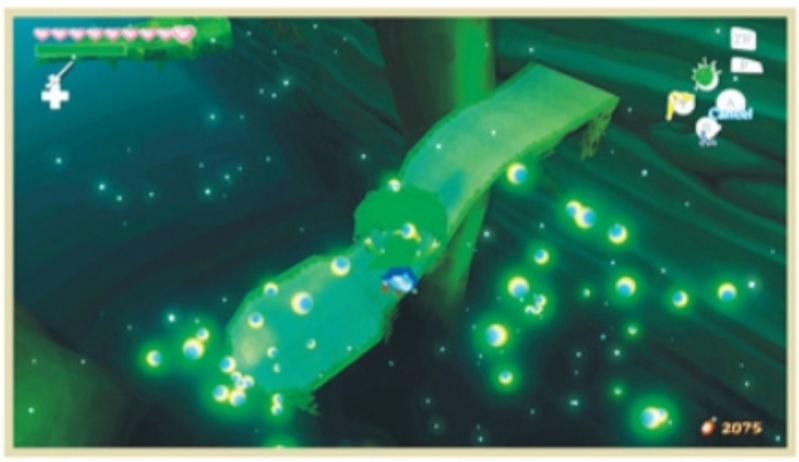
FORBIDDEN WOODS ROOM



The second door on the left leads to the Forbidden Woods Room. This room is unlikely to give you as much trouble as the Dragon Roost Cavern room, but it can still get a bit tricky if your timing is of.



Use your Deku Leaf to blow a gust of wind at the pinwheel on your left. This will call the hanging platform ahead to your location. Hop onto the hanging platform and use the Deku Leaf to propel yourself along the platform's rope.



Jump and glide onto the base of the snaking platform on the wall's right side, then walk to its other end while it is lowered and use the Deku Leaf on the pinwheel ahead to call another hanging platform to your location.



Wait for the snaking platform to rise, then jump onto the hanging platform. Propel yourself to the end of the platform's rope, then jump and glide onto the base of the snaking platform on your right.

Walk to the other end of the platform and wait for it to rise. When the platform is level with another snaking platform on the room's left side, walk onto it and wait for it to rise. Next, jump and glide with the Deku Leaf to the other side of the room; just be careful about those pesky Peahats hovering around the door.



Head through the door to have your second battle with the beautiful but deadly Kalle Demos.

Boss: Kalle Demos



Your inventory has changed again to reflect your visit to the Forbidden Woods. That's okay, because all we need is the Boomerang to handle the burdensome bud.



Use the Boomerang to target the Dexivines that adhere Kalle Demos to the ceiling, all the while avoiding the funky flower's underground root attacks.

After you cut all of the Dexivines, Kalle Demos will fall to the ground and its flower will fan out, revealing the tiny Boko Baba inside of it. Slash the Boko Baba six to eight times with the Master Sword to end this fight. Just be sure to roll out of Kalle Demos's flower when it starts to shake or else it'll close with Link in it, dealing damage in the process.



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EARTH TEMPLE ROOM



Directly to the right of the large door with the four symbols on it is the door leading to the Earth Temple room.



This is, without a doubt, the toughest of the four rooms. The first section of the room is lined with coffins that open as soon as you approach them. The coffin lids will damage you if you stand underneath them, so roll past them as swiftly as you can and ignore all the monsters within them.



After clearing the first row of coffins, you'll come to a constant pressure switch, a single beam of light, and another row of coffins. Start by rolling down the hall to open all the coffins, then head back to the other side of the hall where the beam of light and constant pressure switch are.

Stand in the beam and use your Mirror Shield to make the Poes in the middle of the hall solid, then defeat them. This will make your next step much easier.



Lure a Dark ChuChu back toward the constant pressure switch. Hit it with a light beam to turn it to stone. Pick up the Dark ChuChu and place it on the constant pressure switch, then quickly roll up the stairs at the hall's other end.



In this final section of the Earth Temple room, you'll find a constant pressure switch just before the third row of coffins. Roll to the hall's other side to open all the coffins. Another light beam is on this side of the room.



Now things get a bit tricky. Head back to the constant pressure switch and lure a Dark ChuChu near it. Roll as quickly as you can back to the light beam. Use the light to turn the Dark ChuChu into stone, then race back to the constant pressure switch and place the Dark ChuChu on it.



Quickly roll to the stairs, but be ready because a Stalfos unearths itself right in front of the stairs, keeping you from moving until he has finally risen from the grave. If you were fast enough, you'll have just enough time to roll onto the stairs as they are rising back to their initial position. If you can just get your feet on a single step while the stairs are rising, you'll rise with them. At the top of the stairs is the door leading to Jalhalla.

TIP

If the stairs rise while the Stalfos is reanimating, simply defeat the Stalfos, repeat the process to lower the stairs again, and give it another try.

Boss: Jalhalla



This fight requires nothing more than your Mirror Shield, sword, and some quick slashing skills, so don't worry about swapping your equipment. Here's a brief recap on how to handle the gigantic Poe, Jalhalla.



Beams of light appear on the north, west, and east sides of the room. Stand in any one of them and use your Mirror Shield to reflect light at the gigantic ghost. Do this long enough, and Jalhalla will fall into a daze, giving you the perfect opportunity to mount your offensive.



Pick Jalhalla up and throw him into one of the large, spiked columns on the room's wall. Jalhalla will split into 15 normal Poes.



Defeat as many of the Poes as you can before Jalhalla recombines (note: every five Poes you defeat will cause Jalhalla to immediately recombine). After defeating your tenth Poe, the light beams in the room will begin to cycle on and off, meaning you'll have to be quick about getting into them and reflecting light at Jalhalla.
Defeat all 15 of his Poes and Jalhalla will be busted, which will result in you being teleported back to the entrance for a third time. A third symbol on the large door will light up. One more to go!

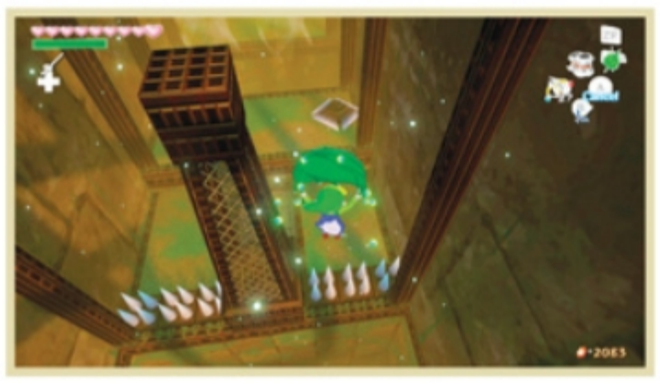




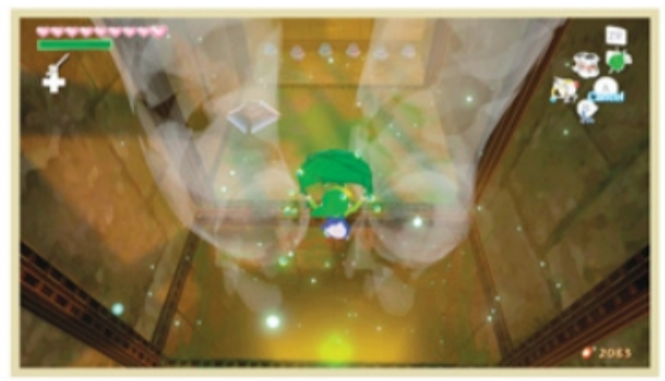
WIND TEMPLE ROOM



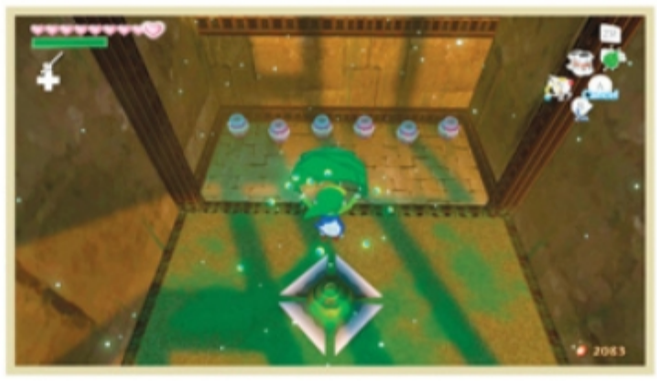
Your fourth and final door is to the right of the Earth Temple room. This is the Wind Temple room, a narrow hallway leading to Molgera, the Wind Temple's boss. Defeat him and the large door blocking your path to Ganondorf will open.



First things first, a Blue Wizzrobe will appear near the tower ahead. Defeat it before moving on to save yourself a headache. After taking care of the teleporting wizard, hop onto the spring platform and equip your Iron Boots to push the spring down. Unequip the boots to be launched into the air, then pull out your Deku Leaf and glide around the tower.



Land just past the spikes and hop onto the spring platform. Push it down with your Iron Boots, then launch into the air and glide in between the two air jets blasting from the ceiling.

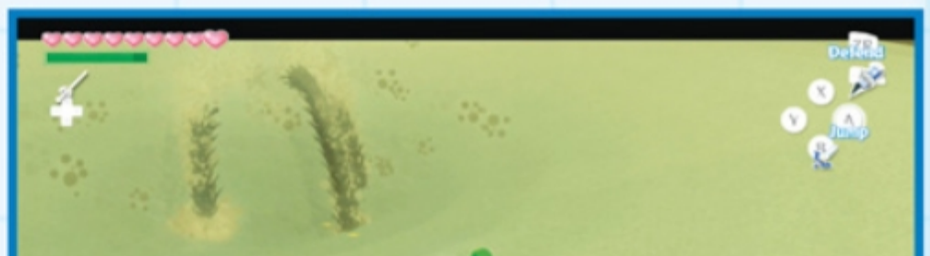


Glide past the blade trap on the ground and land in the area just below the platform leading out of the room. Sort out the two Shield Bokoblins that jump out of the pots, then pull out your Hookshot and hook onto the target panel on the west wall just above the platform with the boss's door. Head through the door to challenge Molgera one last time.

Boss: Molgera



The second round against Molgera is the same as the first, even down to the number of hits it takes to defeat the relentless sand worm.



When Molgera pops back out of the sand, he will spawn three larvae. Dispatch them by pulling them out of the sand with your Hookshot, then go after Molgera's tongue again.



To defeat Molgera, wait until he pops his mouth out of the sand, then use your Hookshot on his tongue to draw him toward you. Slash him as many times as possible before he withdraws back into the sand.



Three more larvae will pop out of the ground, and Molgera will begin flying around the room. Defeat the larvae while watching out for Molgera to make sure he doesn't land on you.

Molgera will eventually dive back into the sand, then pop his face back out, giving you the chance to Hookshot his tongue again. Repeat these steps one or two more times and Molgera will be done for.



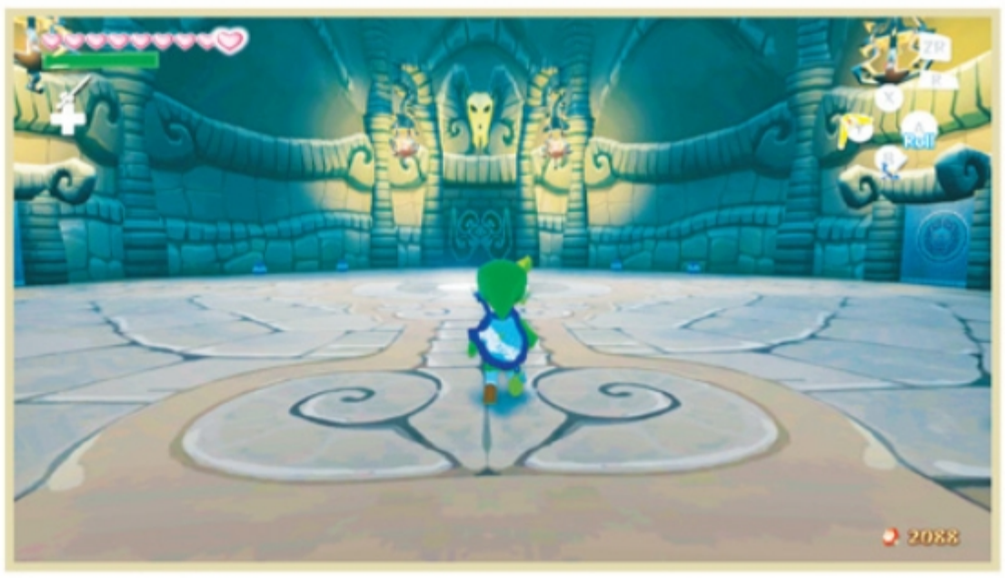


Afterward, you will be teleported back to the entrance of Ganon's Tower where the four-symbol door will disintegrate, allowing you to enter the tower's main hall.



Through the door is a staircase leading to the tower's main hall. Miniblins roam this area, so don't linger!

THE MAIN HALL



The main hall is a rounded room with a door on all sides of it. Take note of the door directly ahead of you. It is blocked of and currently inaccessible. Our gut tells us this must be the way to Ganondorf and Tetra...er, Zelda (it's going to be hard referring to her by that name after knowing her as Tetra for so long).

Since the door straight ahead is of-limits, let's head to the door on the room's right side.

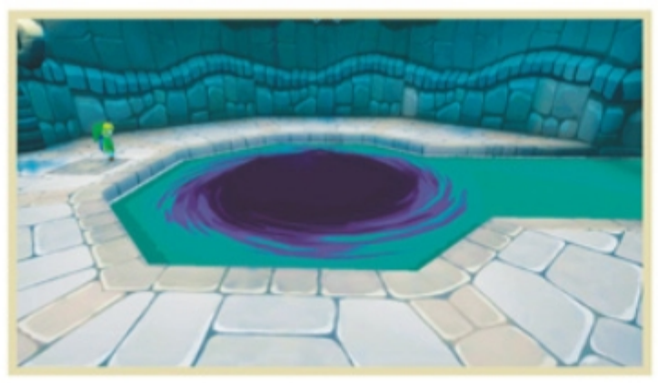
LETTING RED IN



After entering this room, the camera begins to focus on the torches here, pointing out the right, far left, far right, then left torches. Red calls in from the Pirate's Charm and cautions Link to pay close attention while investigating the rooms surrounding the main hall; everything is a potential clue for solving the riddle that is that blocked door. Leave the room and head to the door directly ahead of you (the one to the left of the blocked door).



In this room are four crystals in the same positions as the torches in the other room. Since the camera showed us the torches in a specific order, use your Boomerang to hit the crystals in the same order: right, far left, far right, then left.



If you hit the crystals in the appropriate order, a black portal opens up in the pool ahead of you and Red drifts in from the dark passage behind the portal. He concludes that the black portal is how Ganondorf reached the surface of the Great Sea. He is quick to suggest we use it should we have any reason to head back topside.

NOTE

Unfinished Business

If you have anything you wanted to accomplish before carrying on deeper into the tower, this is the way you'll have to get out. There is no telling what we're going to find inside this tower, so make sure you're prepared for anything!

It's great that we've got Red in the tower, but where do we go now? There were only two rooms that we had access to, and the entrance to the main hall has been thoroughly investigated. What was it that Red said? The shape of the floor? Wait...that's it! This room has a pool of water, but the other room doesn't! Let's head to the room across from this one and look at the floor.

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Wow...that sure is a deep pit...Well, I guess we don't have a choice, do we? Care to take a leap of faith with us? All right, then, whenever you're ready, hop into the pit!

Nintendo Gallery Notice

If you're hoping to complete the Nintendo Gallery, take a picture of Phantom Ganon before you defeat him for the final time. This is your last chance to photograph this freaky boss!



Boss: Phantom Ganon

Phantom Ganon has a few new tricks that give Link a run for his money. Instead of just firing a blue orb, the ghostly Ganon will also throw a furry of red magic bolts that are difficult to reflect back at the phantom with a basic sword attack. Instead you'll need to unleash a Spin Attack if you see Phantom Ganon begin to charge a red orb in its hands. Be careful not to charge the Hurricane Spin or you'll be left open for an attack when Link is done spinning.

He also changes up his teleport attack. Instead of just appearing near Link and then swinging at him with his sword, Phantom Ganon will create several clones of himself and begin to slowly surround Link. You can roll away, but if you begin slashing at all the phantoms, you'll eventually strike the true Phantom Ganon, forcing all the clones to disappear and leaving the true phantom open to attack.



Phantom Ganon doesn't have much endurance in this fight and will disappear after a handful of hits, leaving behind his sword.

Unfortunately, when you're inside Ganon's Tower, anything that seems too good to be true probably is. The room you're in has four doors, but only one of them is the true exit. If you pick the wrong door, you'll never escape this area and Zelda will be left to Ganondorf's evil intentions.





The secret to finding the room's true exit is by going through the door that Phantom Ganon's sword hilt points to when he fees.



You'll have to fight Phantom Ganon seven times before you can escape this labyrinth. After defeating the seventh Phantom Ganon, a treasure chest will appear in the room. Open it to obtain the Light Arrows, arrows with the power to banish evil! Follow Phantom Ganon's sword hilt one last time and you'll be out of this nightmarish labyrinth.

Boss: Phantom Ganon Continued



You'll be taken back to the tower's main hall. Phantom Ganon will appear again to try and take his revenge on Link for defeats he has suffered at Link's hands. Unfortunately for Phantom Ganon, this will be his last battle. Pull out your Hero's Bow and cycle to the Light Arrows by pressing ZR. Next, ZL-Target Phantom Ganon and fire to put an end to the shadowy trickster once and for all.



Phantom Ganon will leave his sword behind as he always does, but this time you'll need to pick it up. The blocked door can be destroyed by a single hit from that giant sword, allowing us to move farther into the depths of the tower.



You'll have to climb another staircase, but this time instead of Miniblins, you'll find Moblins and Darknuts patrolling the area. To make matters worse, you'll have to defeat every one of them in order to unblock the door at the top of the stairs. Normally this would be a real pain, but you have the Light Arrows, and as we said before, they carry in them the power to banish evil.



Pull out your Hero's Bow with the Light Arrows selected and fire at every enemy you encounter to make short work of them. This will even work on the Mighty Darknuts at the top of the stairs. Ganondorf has no idea what's about to come his way!

After clearing the stairs of enemies, the door will unlock. Save your game and head through whenever you're ready.

NOTE

Spoiler-Free

We've had fun sharing the story of *The Wind Waker* with you up to this point, but we will say no more about it from here on out. We'll still give you strategies on how to defeat any enemies you face after this point, but the story's conclusion is for you to experience.

Boss: Puppet Ganon

Puppet Ganon has three forms, the first of which reflects the pig monster that he often appeared as in past *Legend of Zelda* titles.

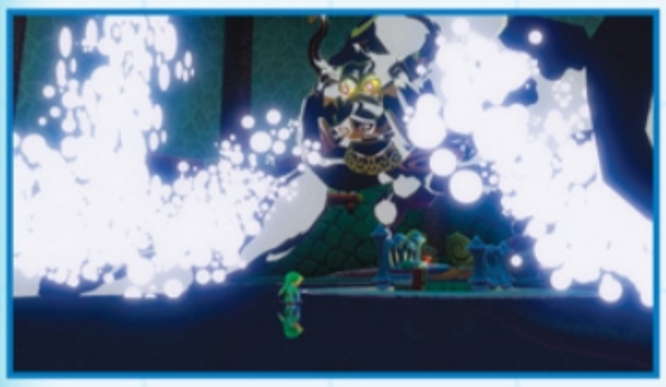


Nintendo Gallery Notice

You need to get a little creative at this point if you wish to complete the Nintendo Gallery. First, take Puppet Ganon's picture while he's in Humanoid Boar form. After taking his picture and defeating him, save the game and then choose to quit without defeating Ganondorf. When you load your game, you'll be back in the room where you defeated Phantom Ganon. Hightail it over to the Nintendo Gallery to create your final figurine: Puppet Ganon!



First Form: Humanoid Boar



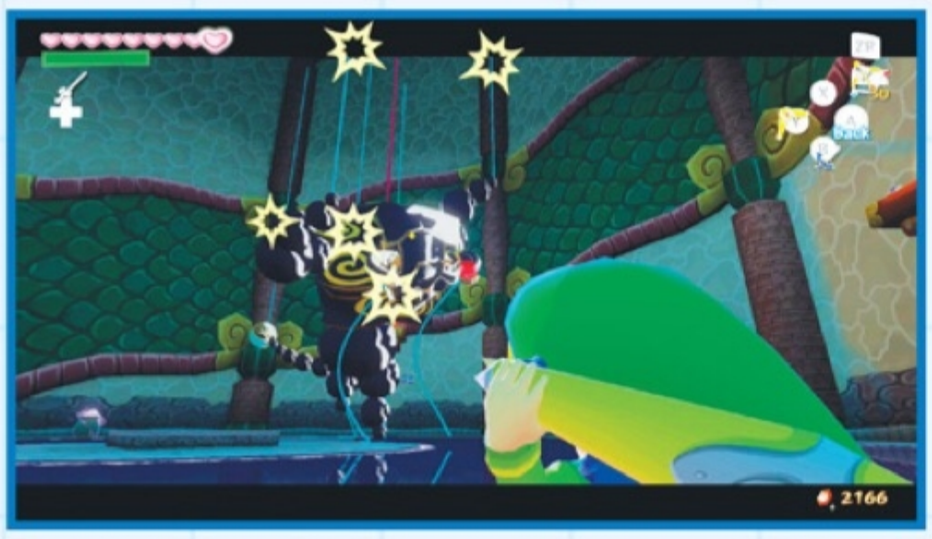
This form of Puppet Ganon is very slow moving and really has only one attack, which you can easily dodge. However, this fight is not a breeze; if you're not fast enough, you'll be fighting this form of Puppet Ganon until the end of time!

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Boss: Puppet Ganon – First Form: Humanoid Boar Continued

When Puppet Ganon attacks, he shoots both of his fists at you like rockets. Unlike rockets, his fsts don't move particularly fast, but they do have an incredible reach, so roll to the left or right of the monstrous marionette. He will also begin spinning in circles if you've cut all of his strings except the one on his tail, but that attack is easily thwarted by cutting the string on his tail.







Your goal is to shoot the blue orb on the back of his tail with Light Arrows. Problem is, it moves too rapidly for you to get a clean shot of it. To get the tail to stop moving, you have to cut the blue strings controlling the puppet. Use your Boomerang to target as many strings as you can and then let it rip. The strings will be cut after being hit two times, disabling the body part they were connected to. Once you've cut the string on his tail, you'll have no problem hitting him with a Light Arrow.

NOTE

No Strings Attached?

While you can cut the blue strings on this form of Puppet Ganon, the red string hooked into his back is indestructible.

Every time you hit his tail, the monster pig puppet will rise to the ceiling and come back down with his strings reattached. This will also happen if you take too long to hit his tail after cutting some of his strings. Try to avoid or quickly dispatch the waves of Keese that fly down from the ceiling, but make sure not to waste time dealing with them.

NOTE

Restock and Resupply

While you shouldn't spend too much time battling the Keese, they do hold items that can restock your arrows, bombs, magic, and health, so if you're lacking in any of those areas, swiftly take out the Keese and get back to the fight.

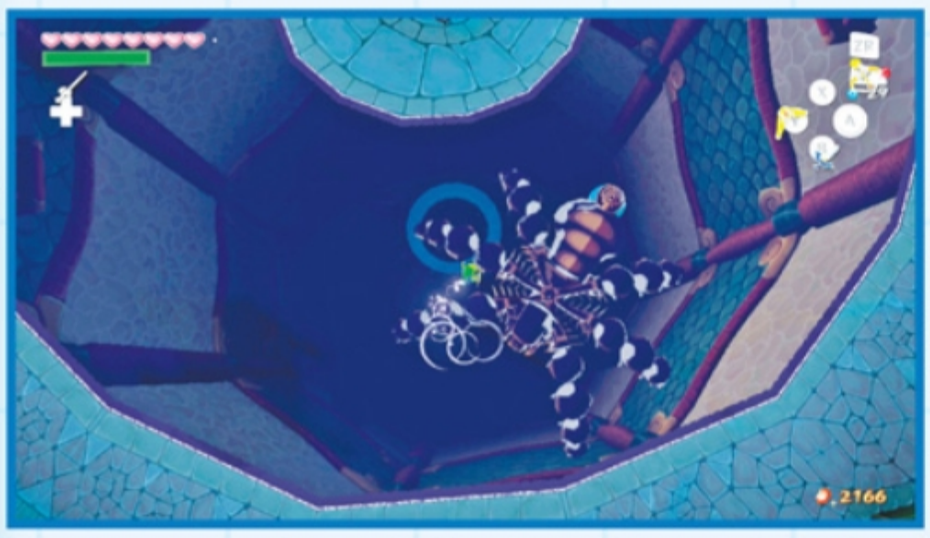
After three hits, Puppet Ganon will rise into the ceiling and transform into his second form.

Second Form: Bug-Ganon

Like the humanoid boar form, the bug form is a bit lacking in the attacks department, but it more than makes up for them by being tricky and fast.



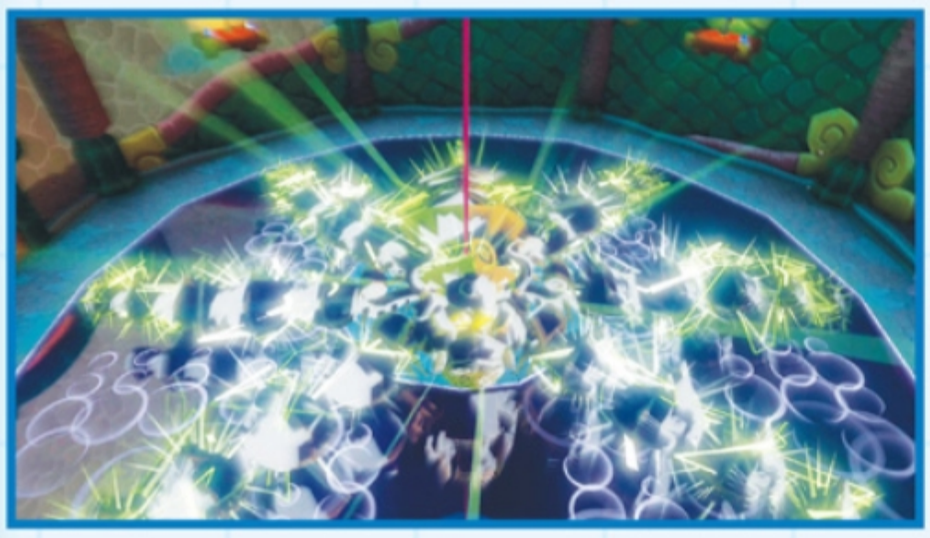
Boss: Puppet Ganon – Second Form: Bug-Ganon Continued



Bug-Ganon spends most of his time spinning along the ceiling of the room, only coming down to the ground to try and smash Link with his body. Every time he draws back to the ceiling, several Keese come down to attack. Just as with Puppet Ganon's previous form, don't spend too much time fighting the Keese or you'll find yourself getting smashed fat by the terrible Bug-Ganon body.



To make short work of Bug-Ganon is to point the camera down at the water surrounding the center of the room using ®. This will allow you to see the Bug-Ganon spinning around on the ceiling. Watch Bug-Ganon until he stops spinning, then run to the side of the room that the blue orb on his hindquarters is facing before he hits the ground. Pull out your Hero's Bow and shoot the orb with a Light Arrow without delay or else Bug-Ganon will rise back to the ceiling and you'll have to wait until he drops to get another chance to attack.



After hitting the blue orb with three Light Arrows, Bug-Ganon will retract his six legs into his body and turn into his final form.

Final Form: Worm



Puppet Ganon's final form will be familiar to those who played *Link to the Past* on the Super NES ™. He acts and looks like the yellow worm boss known as Moldorm, whose weak point is his tail. Similarly, Puppet Ganon's weak spot is the blue orb at the end of his tail.



This form has no attacks other than bouncing around the room at a speed that increases every time he takes a direct shot to the blue orb on his tail. He will also drop Morths behind to slow you down, making you an easier target while he rampages around the room.

Smacking the worm on the face with the Master Sword or a Bomb will halt the beast in its tracks for a small period of time. This period of time shrinks with each hit to his tail. Alternatively, use the Hookshot to climb up to the platforms that ring the room and fire Light Arrows at a safe distance from the rampaging worm. Every shot will increase his speed a little bit, meaning you'll have to try and predict where he's going to be and fire an arrow accordingly.

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Boss: Puppet Ganon – Final Form: Worm Continued



All the Magic You'll Need

If you run out of magic or arrows, you can defeat the Morths Puppet Ganon leaves behind to resupply and get back in the fight.

After three direct hits to the blue orb, Puppet Ganon will be no more! The red string that Ganondorf used to control the puppet will drop from the ceiling, giving you a way to climb to the top of the tower.



Hop onto the red string and climb it until you reach a platform suspended by chains. Look around the rafters above the platform and locate a post that you can grapple to with your Grappling Hook. Hold ZR and climb up the rope to the rafters and head to the pots in the center of the platform connected to the rafters. Break the pots to refill any items you're missing, replenish your Magic Bar, and restore your health.



Look around the next set of rafters above you, grapple to the next possible post, and climb to the rafters above. Break the lid on the Warp Pot in the center of the platform, then break the pots around it to refill anything that wasn't fully refilled by the pots on the rafter below.

NOTE

Preparing for Battle



You can hop into the Warp Pot to be taken down to the bottom of the room, then turn around and hop back into the Warp Pot to have the pots reappear. Use this method until you've refilled your Magic Bar, health, and any items in your inventory. This is your last stop before the final battle, so make sure you're good and ready!

CAUTION

The Point of No Return

If you have anything that you want to do before the end of the game, this is the time to do it. The doorway near you will take you to the final battle, meaning once you step through it, there is no going back. Use the Warp Pot to reach the bottom of this room, and use the black portal to return to the surface of the Great Sea.

GANON'S TOWER: THE FINAL SHOWDOWN



Locate the doorway on the wall of this level, and use your Hookshot on the target panel on the archway to pull yourself up. Head through the doorway to challenge the final boss of the game.

Boss: Ganondorf



The fight with Ganondorf is a straightforward battle of skill and quick reactions. Ganondorf will stalk along the top of the tower, swinging his swords whenever he gets within striking range of Link.



Zelda will occasionally fire Light Arrows at Ganondorf that will stun him. Ganondorf will be vulnerable to sword attacks for a brief moment if hit with a Light Arrow, so capitalize on that whenever he is stunned. Just be careful, because the Light Arrows will also stun Link if they hit him.



The only way to damage the master of evil is with parry attacks; all other attacks will be effortlessly and dispassionately deflected. You'll need to be near Ganondorf to get him to initiate his attack combo. Stay just out of range of Ganondorf's sword strikes or use your shield to deflect them, then parry at the end of his combo to leave him vulnerable to attacks with your sword. You'll only get in a couple of strikes before Ganondorf recovers and goes on the attack again.

Boss: Ganondorf Continued



Hit Ganondorf four to five times and he'll knock Zelda out and change up his attack pattern, becoming much more aggressive and difficult to parry. The method for damaging Ganondorf is still the same: Dodge or block his attacks and wait for him to end his attack combo (this time his combo will end with a jump attack into the air, after which point you'll have a few seconds to parry attack).



After hitting Ganondorf eight to nine more times, Zelda will get back on her feet and begin firing Light Arrows at Ganondorf again. Ganondorf will change up his tactics one last time, this time deflecting all of your attacks and leaving no opening for a parry attack.

At this point, you need to use your Mirror Shield to reflect Zelda's Light Arrows back at Ganondorf. In order to do that, you need to keep both Zelda and Ganondorf across from you. Keep your distance from Ganondorf, but don't stray too far or he'll jump over Zelda's Light Arrows. Keep an eye on Zelda and pull your Mirror Shield out when you see light shine off of her bow. If you've positioned yourself properly, the Light Arrow will bounce off your shield and into Ganondorf.





A single reflected Light Arrow will be enough to finish the fight, so stay alert! As soon as the arrow hits Ganondorf, race over to him and hit Ⓐ to deliver the finishing blow.

Congratulations, you just finished *The Legend of Zelda: The Wind Waker HD*!

Now sit back and enjoy the ending of the game.

New Game+

After finishing the game, you'll be given the option to create a new save file that, when loaded, will start you out with the Deluxe Picto Box. Aryll will also be in the dress she got from the Tetra's pirate crew and Link will be given the Hero's New Clothes, an outfit made of fabric that only the honest can see--in other words, Link will be wearing his blue shirt and orange pants from the start of the game.





To top it of, Link will now be able to understand the Hylian language--the ancient language of Hyrule that Valoo, Jabun and the Deku Tree speak in.

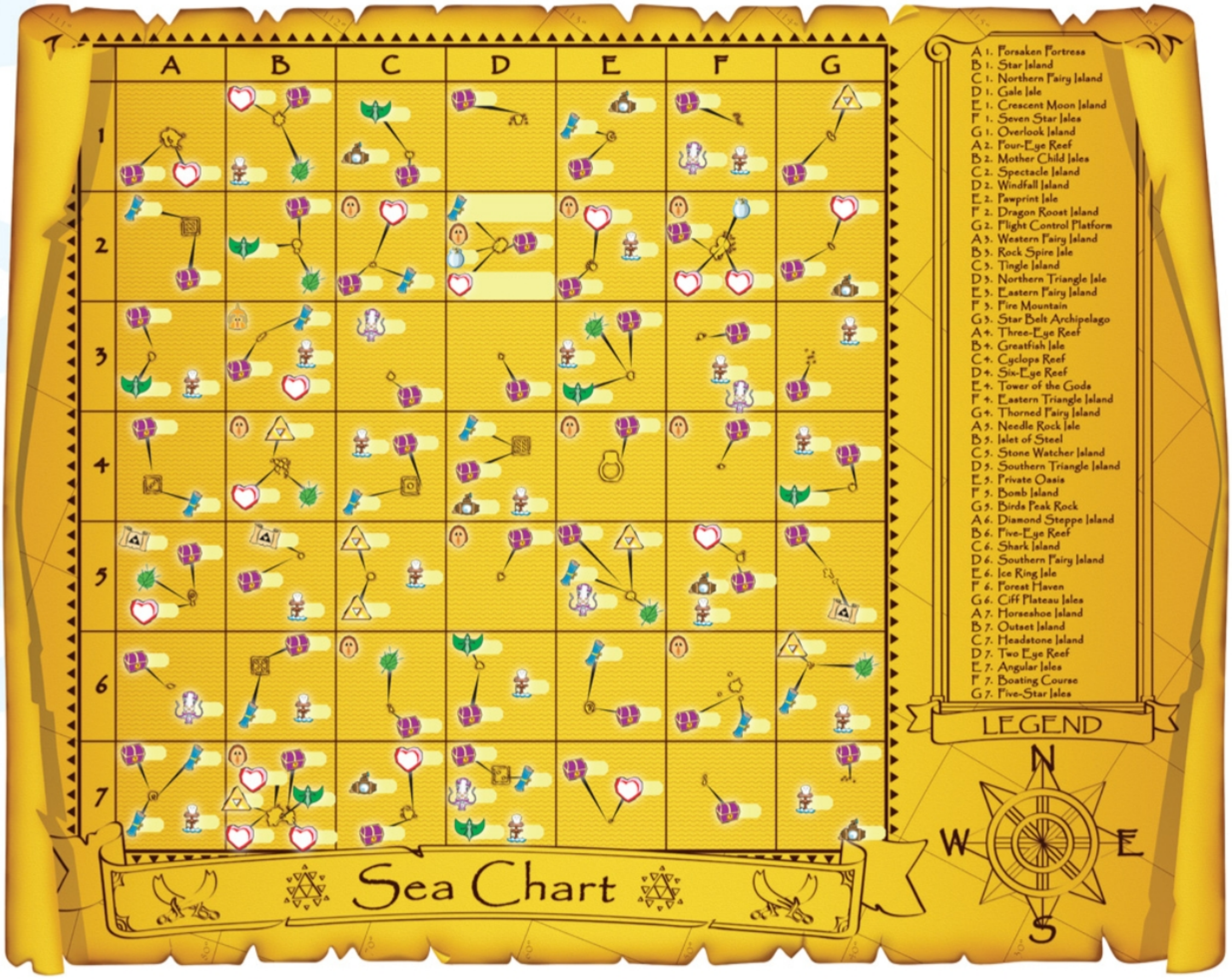
Enjoy your second playthrough with New Game+!



ISLANDS OF THE GREAT SEA

ISLANDS OF THE GREAT SEA

The Great Sea is divided into 49 square sectors. Each sector features one island, and with the right tools, you can explore them all. This chapter covers everything you can see and do at each of the 49 sectors of the Great Sea.





OVERWORLD MAP LEGEND

The following icons appear on the Poster Map included with this guide. Their numbering corresponds to the "Walkthrough" and "Legendary Checklist" chapters of this guide.

ICON IDENTIFIER

ICON	NAME	NOTES
	Beedle	If a sector features this icon in its upper-left corner, then Beedle's Shop Ship appears here. Look for Beedle near the sector's island and see what he's got for sale.
	Big Octo	Big Octos are dangerous sea monsters best defeated with the Boomerang. There are six Big Octos in the Great Sea, and each one you defeat leaves behind a special treasure.
	Bottle	Bottles let Link carry fluids and other useful substances, making them very valuable. There are only four to find in the entire Great Sea.
	Great Fairy	Great Fairies bestow special powers, like increasing the number of Rupees Link can carry or doubling the size of his Magic Meter. There are eight Great Fairies to find.
	Piece of Heart	Collect four Pieces of Heart to extend Link's Life Gauge. There are 44 Pieces of Heart to find. Pieces of Heart that come from Sunken Treasures, Big Octos, or submarines are not shown on the map.
	Sea Platform	These icons show the location of the sector's Sea Platforms (if any). The number next to the icon tells you how many Sea Platforms there are (one, two, or three).
	Submarine	Seek out and clear these enemy-filled subs to receive worthy rewards. There are seven submarines in the Great Sea.
	Sunken Treasure	Find and open Treasure Charts to discover these special sunken treasures. Their numbering corresponds to the Treasure Charts. For example, in order to discover Sunken Treasure #29, you must first discover Treasure Chart #29.
	Treasure Chart	There are 46 Treasure Charts to find. After you find a Treasure Chart, you'll be able to salvage its special sunken treasure.
	Triforce Chart	During his quest to restore the Triforce of Courage, Link must find three Triforce Charts scattered across the Great Sea. Each chart is used just like a Treasure Chart: open it, then sail to the sector and hoist up the Triforce Shard.
	Triforce Shard	Link must find eight Triforce Shards before he can challenge Ganon.
	Withered Deku Tree	After clearing the Forbidden Woods dungeon, Link can earn a Piece of Heart by finding and watering eight Withered Deku Trees scattered across the Great Sea. These icons show their locations.

Some icons, such as Big Octos and Great Fairies, are specially numbered to indicate the sort of treasure you'll receive from them. Just match the icon's number to the following lists to see what you'll get.

Big Octos

1 Piece of Heart #11
2 Piece of Heart #16
3 Orange Rupee
4 Orange Rupee
5 Orange Rupee
6 Magic Meter upgrade (see Great Fairy #1)

Great Fairies

1 Double Magic Meter upgrade (Boomerang required)
2 Rupee Wallet upgrade (bombs required)
3 Bomb Bag upgrade (bombs required)
4 Bomb Bag upgrade (bombs required)
5 Rupee Wallet upgrade (bombs required)
6 Fire/Ice Arrows upgrade (Hero's Bow required)
7 Arrow Capacity upgrade (Skull Hammer required)
8 Arrow Capacity upgrade (Skull Hammer required)

Submarines

1 Treasure Chart #22
2 Treasure Chart #9
3 Platform Chart
4 Piece of Heart #23
5 Empty Bottle #2
6 Treasure Chart #14
7 Piece of Heart #6

Sunken Treasures

1 Silver Rupee
2 Piece of Heart #32
3 Silver Rupee
4 Piece of Heart #31
5 Piece of Heart #41
6 Silver Rupee
7 Silver Rupee
8 Silver Rupee
9 Silver Rupee
10 Silver Rupee
11 Piece of Heart #12
12 Silver Rupee
13 Secret Cave Chart
14 Silver Rupee
15 Piece of Heart #9
16 Silver Rupee
17 Silver Rupee
18 Purple Rupee
19 Island Hearts Chart
20 Piece of Heart #39
21 Light Ring Chart
22 Silver Rupee
23 Piece of Heart #21
24 Silver Rupee
25 Silver Rupee
26 Octo Chart
27 Silver Rupee
28 Silver Rupee
29 Silver Rupee
30 Piece of Heart #36
31 Piece of Heart #34
32 Sea Hearts Chart
33 Piece of Heart #35
34 Silver Rupee
35 Silver Rupee
36 Silver Rupee
37 Silver Rupee
38 Piece of Heart #33
39 Silver Rupee
40 Silver Rupee
41 Great Fairy Chart
42 Orange Rupee
43 Orange Rupee
44 Orange Rupee
45 Silver Rupee
46 Piece of Heart #44

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SAILING THE GREAT SEA



Whenever you dock at an island, refer to this section to get information on your new location and quickly determine what's worth exploring. You may be able to pick up a valuable item or Piece of Heart by completing a side quest or minigame, for example. Every island holds something of worth, so read up on them as you go!



In this chapter, sectors are covered in the order they appear on the Sea Chart poster map included with this guide, from sector A1 (Forsaken Fortress) to sector G7 (Five-Star Isles). Simply look up the sector of your current island to discover everything there is to see and do there. As you acquire items and complete objectives at each island, check them of in the "Legendary Checklists" at the end of this book!

NOTE

No Dungeon Coverage

This chapter does not provide guidance for the dungeon areas that Link must brave over the course of the adventure. For help in clearing dungeons and progressing through the adventure, please refer to the Walkthrough.

FORSAKEN FORTRESS (A1)

The Forsaken Fortress is built atop a large island and is home to many evil creatures. You venture inside the Forsaken Fortress's massive walls several times in your effort to rescue Aryll. One of the most unusual islands on the Great Sea, the Forsaken Fortress features both indoor and outdoor areas but is also considered a dungeon because it has a map, a Compass, and a boss fight.



PIECE OF HEART #1



The first Piece of Heart is in a chest in the Forsaken Fortress's first floor. Step on a pressure switch behind some barrels to get at the chest. You may collect Piece of Heart #1 on any visit to the Forsaken Fortress.

SKULL HAMMER



The Skull Hammer is inside a chest that appears after you defeat Phantom Ganon in your second visit to the Forsaken Fortress.

SILVER RUPEE (VIA TREASURE CHART #25)



Find and open Treasure Chart #25 (Cliff Plateau Isles [G6]) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains a Silver Rupee.

FOUR-EYE REEF (A2)



The Four-Eye Reef gets its name from the way it looks from above. In the perimeter of the reef's rocky walls are four circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

TREASURE CHART #19



Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's northwestern eye. Go to a narrow opening in the reef's rocky wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, then use the Deku Leaf to float over to the chest, which contains Treasure Chart #19.

GREAT FAIRY CHART (VIA TREASURE CHART #41)



Find and open Treasure Chart #41 (the Five-Eye Reef [B6]) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains the Great Fairy Chart, which reveals the locations of every Great Fairy across the Great Sea.

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WESTERN FAIRY ISLAND (A3)



A Great Fairy dwells on this small, heart-shaped island. Use the Skull Hammer to enter the Fairy Fountain in the large conch shell.

BLUE CHUCHU



Defeat the Blue ChuChu near the southern palm tree for a Blue Chu Jelly.

SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. Defeat the enemies on top of the Sea Platform to reveal a chest with a minor reward.

SILVER RUPEE (VIA TREASURE CHART #8)



Find and open Treasure Chart #8 (found in Horseshoe Island's Secret Cave in sector A7) to pull a chest from the depths of the Great Sea near Western Fairy Island. The chest contains a Silver Rupee.

ARROW UPGRADE (VIA GREAT FAIRY #7)



Use the Skull Hammer to hit the switch in front of the large conch shell, which puts out the fire blocking the entrance to the Fairy Fountain. Inside, drop down a hole to enter a Fairy Fountain with a Great Fairy. The Great Fairy upgrades your arrow-carrying capacity and invites you back if you need to replenish your Life Gauge.

THREE-EYE REEF (A4)



The Three-Eye Reef gets its name from the way it looks from above—inside the reef's rocky walls are three circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

TREASURE CHART #32



Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southernmost eye. Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind and use the Deku Leaf to float to the chest, which contains Treasure Chart #32.

PIECE OF HEART #33 (VIA TREASURE CHART #38)



Find and open Treasure Chart #38 (at Windfall Island [D2]) to pull a chest from the Great Sea near the Three-Eye Reef. The chest contains Piece of Heart #33.

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NEEDLE ROCK ISLE (A5)



Needle Rock Isle gets its name from the tall, narrow rock pillar in its center. You can accomplish several tasks here.

NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

PIECE OF HEART #22



Use a Hyoi Pear to take control of a seagull, then fly to the very tip of the needle and bump the switch there to activate it. This extinguishes the fire that surrounds the chest on the island, which contains Piece of Heart #22. Defeat the Kargorocs before attempting this.

SILVER RUPEE (VIA TREASURE CHART #28)



Find and open Treasure Chart #28 (found at Horseshoe Island [A7]) to pull a chest from the Great Sea near Needle Rock Isle. The chest contains a Silver Rupee.

TRIFORCE CHART #3

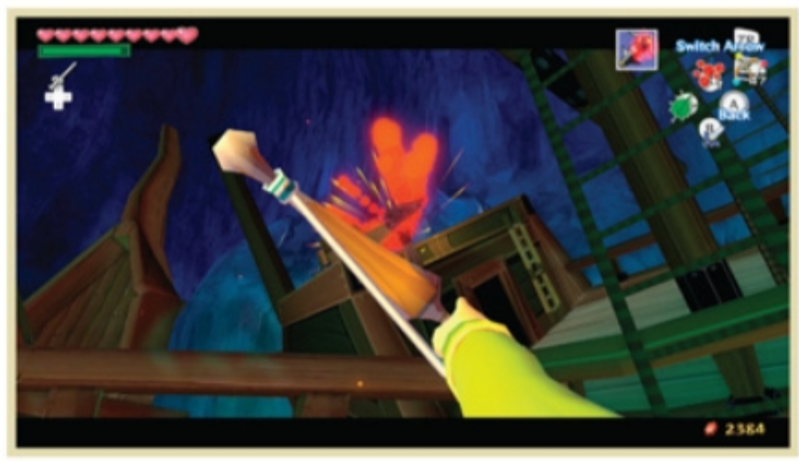


Three Warships are northwest of Needle Rock Isle, one of which is gold. Bomb all three and then use the Grappling Hook to pull the treasure up from the rings of light they leave behind. The wreckage of the two regular Warships yields a purple and an Orange Rupee, and the golden Warship gives you Triforce Chart #3.

ORANGE RUPEE (VIA SECRET CAVE)



Melt the block of ice on the island to reveal a hole. Drop into it to enter a Secret Cave. Light six torches using Fire Arrows to reveal a chest with an Orange Rupee.



Here are the whereabouts of the six torches:

1. Next to the entrance
2. High on the ship to the left of the entrance
3. High on the ship to the right of the entrance
4. On the other side of the wooden railing in front of the entrance
5. On the deck of the ship in the distance ahead of the entrance
6. High on the crow's nest of that ship

DIAMOND STEPPE ISLAND (A6)



Diamond Steppe Island looks like a diamond from above. The island is also terraced—rising sharply in elevation like a set of stairs in some areas. You need the Hookshot to traverse this island.

NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the moon is in its left gibbous phase—a small sliver of the right half is missing.

ORANGE RUPEE (VIA BIG OCTO)



This sector has an eight-eyed Big Octo. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at a time. When all eight eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

BLUE CHUCHU



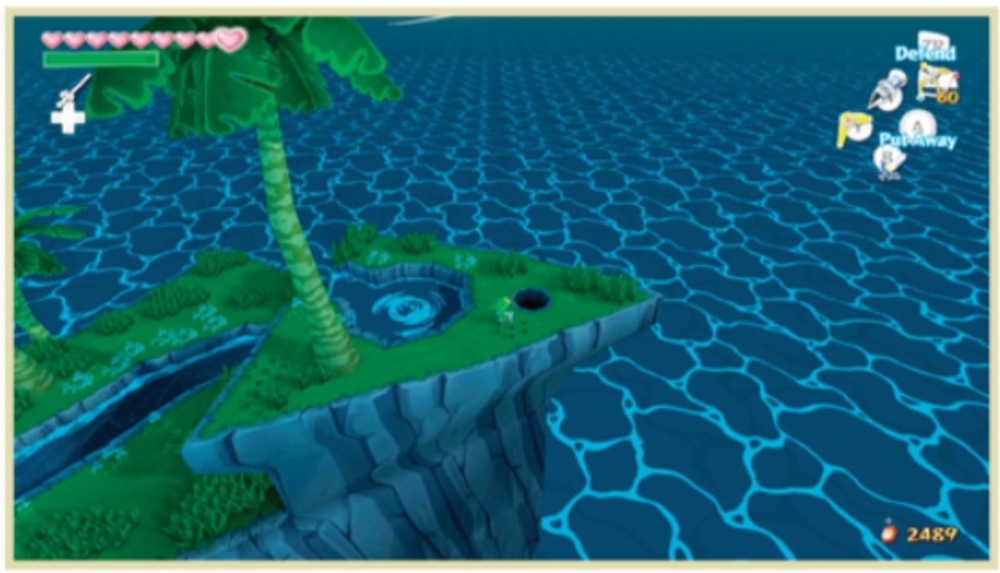
Defeat the Blue ChuChu on the third level of this island for a Blue Chu Jelly.

PIECE OF HEART #21 (VIA TREASURE CHART #23)



Find and open Treasure Chart #23 (found at Windfall Island [D2]) to pull a chest from the Great Sea near Diamond Steppe Island. The chest contains Piece of Heart #21.

GHOST SHIP CHART (VIA SECRET CAVE)



To find the Ghost Ship Chart, drop into the hole on the top level to enter the Secret Cave. You must travel through several Warp Pots to reach a chest that contains the Ghost Ship Chart (an optional chest contains a Joy Pendant). If you have difficulty with the Warp Pot puzzle, please refer to the walkthrough (p. 236).

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HORSESHOE ISLAND (A7)



From above, Horseshoe Island looks like what it's named for. Use the Deku Leaf to knock Deku Nuts into holes to progress along the curve of the horseshoe. You need the Deku Leaf to traverse the island.

SILVER RUPEE (VIA TREASURE CHART #9)



Find and open Treasure Chart #9 (inside the submarine near Crescent Moon Island in sector E1) to pull a chest from the Great Sea near Horseshoe Island. The chest contains a Silver Rupee.

TREASURE CHART #8 (VIA SECRET CAVE)



Drop into a hole at the end of the horseshoe to enter a Secret Cave below. Defeat a Mothula and two Wingless Mothulas to reveal a chest containing Treasure Chart #8.

TREASURE CHART #28



Use the Deku Leaf to knock Deku Nuts into three holes here. This gets rid of walls of thorns that block your progress. At the end of the horseshoe, use the Deku Leaf to float to a chest on the island's central rock platform and collect Treasure Chart #28.

TREASURE CHART #43 (VIA SEA PLATFORMS)



Sail to a pair of Sea Platforms and climb either of their ladders. Step on a pressure switch on one platform to reveal a chest on the other. One chest contains a small reward; the other contains Treasure Chart #43.

STAR ISLAND (B1)



Star Island is quite small and, like other islands, gets its name from the way it looks from above. It offers only a few activities for you.

NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. A chest atop the Sea Platform contains a minor reward.

BLUE CHUCHU



Defeat the Blue ChuChu underneath the large southwest boulder for a Blue Chu Jelly. (Bomb the large boulder to expose the Blue ChuChu.)

SILVER RUPEE (VIA TREASURE CHART #7)



Finding and opening Treasure Chart #7 (found at Windfall Island [D2]) allows you to pull a chest containing a Silver Rupee up from the Great Sea near Star Island.

PIECE OF HEART #27 (VIA SECRET CAVE)



Bomb the large boulder on the island's west side to reveal a hole leading to a Secret Cave. Defeat all enemies here to reveal a chest containing Piece of Heart #27.

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MOTHER & CHILD ISLES (B2)

The Mother & Child Isles are a pair of islands next to each other—the larger Mother Isle to the north and the smaller Child Isle to the south. A giant wall of sheer rock surrounds the Mother Isle, so you need the "Ballad of Gales" warping song to enter.



NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on Child Isle after you clear the Forbidden Woods dungeon.

BLUE CHUCHU



Defeat the Blue ChuChu on Child Isle for a Blue Chu Jelly.

TRAVELING MERCHANT



After you begin the trading quest side quest at Windfall Island (D2), three Traveling Merchants appear on three islands of the Great Sea, one of them here on Child Isle.

SILVER RUPEE (VIA TREASURE CHART #29)



Find and open Treasure Chart #29 (at Windfall Island [D2]) to pull a chest from the Great Sea near the Mother & Child Isles. The chest contains a Silver Rupee.

FIRE/ICE ARROWS UPGRADE (VIA GREAT FAIRY #6)



When you learn the "Ballad of Gales" warping song from Cyclos, you can enter Mother Isle by warping directly inside. The first time, the Fairy Queen greets you and upgrades your Hero's Bow with the power to shoot Fire and Ice Arrows.

ROCK SPIRE ISLE (B3)



Rock Spire Isle is a small, narrow strip of land peeking out of the Great Sea. It features spires of solid rock and several boulders you can bomb. It has many goodies to collect.

ORANGE RUPEE (VIA SEA PLATFORMS)



Sail up to the trio of Sea Platforms in this sector and destroy the cannons on the farthest west and east Sea Platforms to reveal chests on each. Climb the middle platform's ladder to discover a chest. Open it, then use the Deku Leaf to reach the other two Sea Platforms (the nearby updraft helps you reach the west platform). One chest has an Orange Rupee, and the others have small rewards.

EMPTY BOTTLE #3, PIECE OF HEART #22, AND TREASURE CHART #4 (VIA BEEDLE'S SHOP SHIP)



After receiving Beedle's Chart in the mail, you can see that his Shop Ship appears here. It's the only sector in which he wears a bronze helmet, meaning that he sells especially rare items here. These include an Empty Bottle for 500 Rupees, Piece of Heart #25 for 950 Rupees, and Treasure Chart #4 for 900 Rupees. After you buy these items, Beedle sells 30 bombs for 60 Rupees, 30 arrows for 60 Rupees, and a Red Potion for 30 Rupees.

PIECE OF HEART #26



Bomb two Warships to the southwest of Rock Spire Isle, then use the Grappling Hook to pull the treasure from the rings of light. The wreckage of one Warship yields an Orange Rupee; the other yields Piece of Heart #26.

BLUE CHUCHU



Climb the slope on one side of Rock Spire Isle and use bombs to clear boulders as you make your way across the spires. Defeat the Blue ChuChu on the last rock spire for a Blue Chu Jelly.

TREASURE CHART #37 (VIA SECRET CAVE)



Bomb your way across the tops of the rock spires to a hole that leads to a Secret Cave. Drop into the Secret Cave below and pick up a Deku Stick. Light the Deku Stick on one of the nearby torches, then use it to light the other two torches. A horde of Keese attacks you. Wipe them out to reveal a chest containing Treasure Chart #37.

PIECE OF HEART #32 (VIA TREASURE CHART #2)

Find and open Treasure Chart #2 (at Windfall Island [D2]) to pull a chest from the Great Sea near Rock Spire Isle. The chest contains Piece of Heart #32.



GREATFISH ISLE (B4)

The ancient water spirit Jabun lived for many ages at Greatfish Isle. Something wicked occurred, and now Jabun is nowhere to be found. Still, the place holds several items of interest.



NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights of a right gibbous moon—only a sliver of the left half of the moon is missing.

NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

BEEDLE'S SHOP SHIP RINGS OF LIGHT



Enter Beedle's Shop Ship to purchase items. Here he sells 30 arrows for 60 Rupees, 30 bombs for 60 Rupees, and a Red Potion for 30 Rupees.



Four rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a chest containing a Red Rupee from each one.

PIECE OF HEART #17



This Piece of Heart is in a chest in a shallow cave (not a Secret Cave) on the side of the isle. To reach the chest, climb to the top of the southeast isle's corkscrew-like path, to a Withered Deku Tree. Play the "Wind's Requiem" to direct the wind northwest, then use the Deku Leaf to glide toward the middle of the two large islands ahead.

On the island to the right is a small ledge. Land here to discover a shallow cave with a treasure chest that contains Piece of Heart #17.



TRAVELING MERCHANT



After you begin the trading quest side quest at Windfall Island (D2), three Traveling Merchants appear on three islands of the Great Sea. One is here at Greatfish Isle, on a small raft on the island's west side.

TRIFORCE SHARD #7

After finding, opening, and paying Tingle 398 Rupees to decipher Triforce Chart #1 (found at the Islet of Steel [B5]), you can pull a chest from the Great Sea near Greatfish Isle. The chest contains Triforce Shard #7.



ISLET OF STEEL (B5)



This small, circular islet is made up of large segments of steel and features a grassy upper area that you cannot reach. A wide opening leads inside the Islet of Steel, but two wall-mounted cannons and several Warships guard it.

TRIFORCE CHART #1



Bomb the two wall-mounted cannons and the Warships guarding the entrance to the Islet of Steel. Use the Grappling Hook to pull chests of Rupees from the destroyed Warships, then sail into the Islet of Steel's large entrance.

Hop out of your boat and swim to the steps in the islet's interior. Play the "Wind's Requiem" at the Wind Crest to reveal a chest containing Triforce Chart #1.



SEA PLATFORM



Sail to the Sea Platform in this sector, and climb its ladder. Defeat the enemies on top of the platform (which include two Wizzrobes) to reveal a chest, which contains a minor reward.

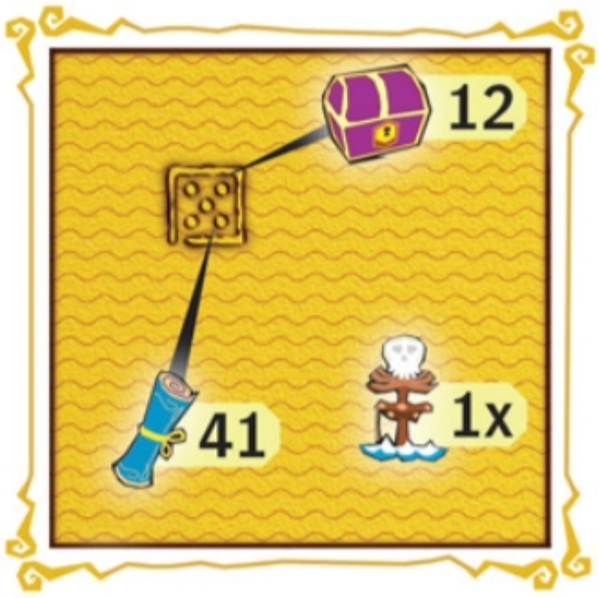
SILVER RUPEE (VIA TREASURE CHART #35)



Find and open Treasure Chart #35 (inside the Wind Temple [D1] dungeon) to pull a chest from the Great Sea near the Islet of Steel. The chest contains a Silver Rupee.

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FIVE-EYE REEF (B6)



The Five-Eye Reef gets its name from the way it looks from above. Inside the perimeter of the reef's rocky walls are five circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

SEA PLATFORM



Sail up to the single Sea Platform in this sector and climb its ladder. Defeat the enemies on top of the platform to reveal a chest, which contains a minor reward.

SILVER RUPEE (VIA TREASURE CHART #12)



Find and open Treasure Chart #12 (found inside the Earth Temple [C7] dungeon) to pull a chest from the Great Sea near the Five-Eye Reef. The chest contains a Silver Rupee.

TREASURE CHART #41



Bomb all the Warships and wall-mounted cannons that guard the reef to reveal a chest on the reef's central eye. Go to the narrow opening in the wall and walk up the slope and across the top of the reef's wall until you reach its highest point. If needed, play the "Wind's Requiem" to set wind's direction. Then use the Deku Leaf to float to the chest, which contains Treasure Chart #41.

OUTSET ISLAND (B7)



This is Link's native island, where the game starts. Link's childhood friends and his family, including his loving Grandma, live here. It is large and features many items of interest.

ORANGE RUPEE



Crawl beneath Grandma's porch and into the basement. A chest here contains an Orange Rupee.

BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship to purchase items. Here he sells a Hyoi Pear for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees. Beedle also sells the Bait Bag here for 20 Rupees if you haven't purchased it yet.



MAP LEGEND

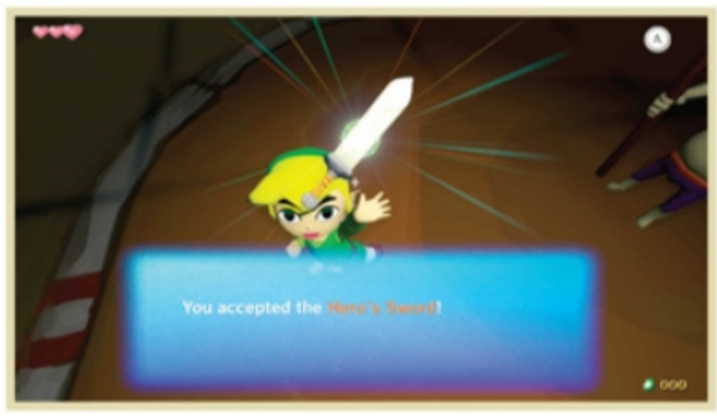
Piece of Heart | Sunken Treasure | Great Fairy | Triforce Shard | Hero's Charm

PIG COLLECTING



This optional side quest is available only during the earliest stages of the game. Collect the three pigs on the island and take them to Rose, who is standing near her pigpen. Throw each pig into Rose's pigpen and then talk to her. She loves pigs so much that she gives you a Red Rupee for each one you bring to her pen.

HERO'S SWORD



After using the Telescope to see the Helmaroc King drop Tetra into the Forest of Fairies, go to Orca's house. He gives you the Hero's Sword and teaches you the basics of sword fighting.

TELESCOPE



Aryll gives you the Telescope when you talk to her after changing into the Hero's Clothes. It is the first of many items that you acquire as you play through the game.

HERO'S SHIELD



After you save her, Tetra demands that you get a shield as protection before she takes you to the Forsaken Fortress. Return to Grandma's house and talk to her to get the Hero's Shield.

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ELIXIR SOUP



When you return to Outset Island after acquiring bombs, visit Grandma, who's sick with worry over her two grandchildren. Use a Red Potion or a captured Fairy from an Empty Bottle to heal her. Once healed, she gives you some Elixir Soup, which fully restores your Life Gauge and Magic Meter when used. It also lets you deal double damage until you are hit. Return to Grandma any time to refill your bottle with Elixir Soup. You can use it twice before you need a refill.

RUPEE WALLET UPGRADE (VIA GREAT FAIRY #5)



A Great Fairy dwells in a Fairy Fountain inside the Forest of Fairies above Outset Island. You need the Deku Leaf and the bombs to reach the Great Fairy. By the time you get the bombs, the bridge that leads to the Forest of Fairies' entrance has fallen into ruin. Use the Deku Leaf to glide across the ruined bridge and reach the forest's entrance.



Once inside the forest, proceed until you come to a large boulder near a sign. Bomb the boulder to reveal a hole leading to the Fairy Fountain, where you get the ability to carry more Rupees. Return here any time to catch Fairies and restore your Life Gauge.

PIECE OF HEART #37



When you return to Outset Island later in the game, go up to Rose and Abe's house. Their pigpen holds an extremely fat gray pig. Abe hints that the pig, given some All-Purpose Bait, loves to dig in dark soil. Carry the pig to the lower area of the island. Cross the wooden planks to the island's east side, where you see two patches of dark soil and regain Power Bracelets.



Put the pig down on the dark gray patch of soil nearest the rocky wall and then spread some All-Purpose Bait. The pig grunts, eats the bait, and then digs, pulling out Piece of Heart #37.

HURRICANE SPIN ATTACK



When you return to Orca's house after collecting 10 Knight's Crests, he teaches you a powerful new attack. Show him your Knight's Crests, and he asks for 10 of them. Give them to him, and he teaches you the Hurricane Spin attack.

PIECE OF HEART #19 (VIA COMBAT TRAINING)



Spar against Orca and earn his respect. Hit him 100 times or more while sparring and he grants you the rank of Knight and gives you a Purple Rupee. Hit him 500 times or more to earn the rank of Master and receive Piece of Heart #19.



After you ZL-target Orca, hit him with two to four regular B attacks, then quickly bring up your shield to block his counterattack. (You may have to wait a few seconds before he attacks, but don't let your guard drop.) If you take only two swipes each time you attack and then hold your shield up immediately afterward, Orca can't hit you and you can hit him up to 999 times. Use Switch targeting when you spar with Orca to remain targeted on him without having to hold ZL.

TRIFORCE SHARD #2 (VIA SECRET CAVE)



Head to the ruined bridge that used to lead to the Forest of Fairies high above Outset Island. Look for a large stone face on a grassy ledge in the distance. From this high area, use the Deku Leaf to glide over to the stone face. Lift the face to reveal a hole (you need the Power Bracelets to do this). Drop into the Secret Cave, which is called the Savage Labyrinth.



Head down each floor of the Savage Labyrinth, defeating enemies as you go. Every 10th floor is a rest area where you can collect Hearts and Rupees. If you need more Hearts, use your Grappling Hook to pull them out of enemies (stun them first with the Boomerang). At the 30th floor, you see a chest containing Triforce Shard #2.

HERO'S CHARM (VIA SAVAGE LABYRINTH)



After you collect Triforce Shard #2 from the 30th floor of the Savage Labyrinth, go onward. Use the Mirror Shield to reflect a beam of light to destroy a large stone statue on the 30th floor. Drop into the hole that the statue was covering to reach the 31st floor of the Savage Labyrinth.



Focus on defeating the enemies on each floor as you head to the 50th floor. You will receive no Hearts on the 40th floor, so be prepared with plenty of healing items. The 50th floor sports a chest that contains the Hero's Charm, which reveals enemy Life Gauges during battle. Nice fighting!

ORANGE RUPEE (VIA TREASURE CHART #43)



Find and open Treasure Chart #43 (found on the Sea Platform in the Horseshoe Island [A7]) to pull a chest from the Great Sea near Outset Island. The chest contains an Orange Rupee.

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NORTHERN FAIRY ISLAND (C1)

Northern Fairy Island is a small, heart-shaped bit of land with a large conch shell sticking up from its middle. One of the Great Fairies dwells here and upgrades your maximum Rupee-carrying capacity.



BLUE CHUCHU



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

TREASURE CHART #22 (VIA SUBMARINE)



Treasure Chart #22 is in a submarine in this sector. Old Man Ho-Ho is looking at the submarine from the island, using his telescope. Sail to the submarine, then climb onto it and enter the doorway leading inside.



This is the only submarine in which you don't have to fight any enemies to get the treasure. Five Moblins patrol the lower area of the sub, but you can use the ropes of the hanging lanterns to reach the chest on the other side for Treasure Chart #22.

RUPEE WALLET UPGRADE (VIA GREAT FAIRY #2)



Bomb the large boulder to open the way into the conch shell. Drop down the hole inside to enter a Fairy Fountain where you find a Great Fairy. The Great Fairy upgrades the amount of Rupees you can carry and invites you to return any time if you need to replenish your Life Gauge.

SILVER RUPEE (VIA TREASURE CHART #24)



Find and open Treasure Chart #24 (at Windfall Island [D2]) to pull a chest from the Great Sea near Northern Fairy Island. The chest contains a Silver Rupee.

SPECTACLE ISLAND (C2)



Spectacle Island is fairly small and has a short wooden bridge connecting its two land masses. Could this tiny bit of land be all that's left of the fabled Spectacle Rock?

NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights with a left crescent moon.

BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

BLUE CHUCHU



Defeat the Blue ChuChu on the sand underneath the short wooden bridge for a Blue Chu Jelly.

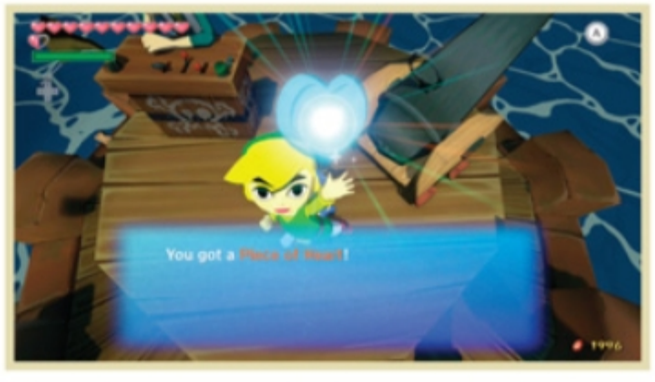
PIECE OF HEART #15 AND TREASURE CHART #17 (VIA CANNON MINIGAME)



Climb the ladder and talk to the man sitting near the cannon. For 50 Rupees, play the Cannon minigame by firing cannonballs at five barrels floating at random on the Great Sea. You must hit all five using no more than 10 shots.



Aim carefully before firing and line up the cannon directly with its target. Use your judgment to set the angle of trajectory. With practice, you get used to the power of the cannon and have better luck guessing the degree of trajectory to use.



The first time you win the Cannon minigame, you're awarded Piece of Heart #15. The second time, you get Treasure Chart #17. For each win after that, you receive an Orange Rupee.

SILVER RUPEE (VIA TREASURE CHART #22)



Finding and opening Treasure Chart #22 (which is inside the submarine near Northern Fairy Island [C1]) allows you to pull a chest containing a Silver Rupee from the Great Sea near Spectacle Island.

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TINGLE ISLAND (C3)



This is Tingle's island. He's always found here after you free him from his cell at Windfall Island (D2). Come to this island after you find a new Triforce Chart and have Tingle decipher it for 398 Rupees.

BLUE CHUCHU



Defeat the Blue ChuChu near the small wooden sign for a Blue Chu Jelly.

SILVER RUPEE (VIA TREASURE CHART #10)



Find and open Treasure Chart #10 (at Crescent Moon Island [E1]) to pull a chest from the Great Sea near Tingle Island. The chest contains a Silver Rupee.

PIECE OF HEART #16 (VIA BIG OCTO #2)



This sector has a 12-eyed Big Octo. Sail toward the flock of circling seagulls to find it, and then use the Boomerang to target up to five of its large, yellow eyes at once. When 12 eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing Piece of Heart #16.

CYCLOPS REEF (C4)



The Cyclops Reef gets its name from the way it looks from above—a lone, circular pillar stands inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

SEA PLATFORM



Sail up to the single Sea Platform and climb its ladder. Defeat the enemies on top to reveal a chest containing a minor reward.

TREASURE CHART #21



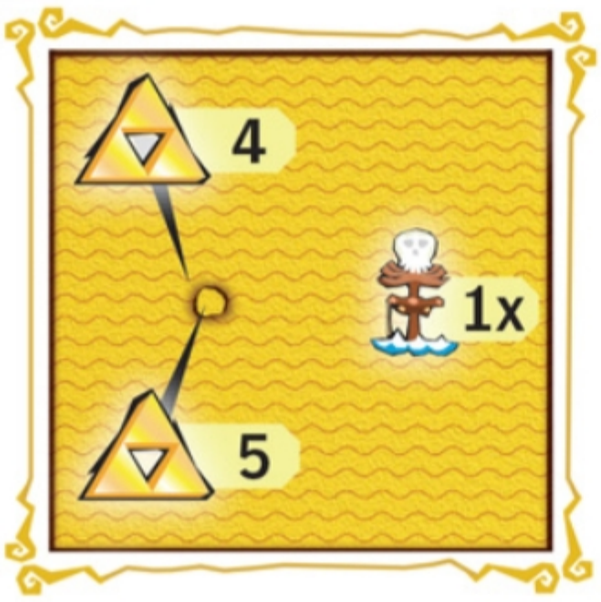
Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's only "eye." Go to the narrow opening in the wall and walk up the slope and across the top of wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #21.

LIGHT RING CHART (VIA TREASURE CHART #21)



Find and open Treasure Chart #21 (found at this island) to pull a chest from the Great Sea near the Cyclops Reef. The chest contains the Light Ring Chart.

STONE WATCHER ISLAND (C5)



This is a medium-sized island named for the giant stone face that sits at its top. What could that huge stone face be watching over?

BLUE CHUCHU



Defeat the Blue ChuChu behind the giant stone face for a Blue Chu Jelly.

PIECE OF HEART #18 (VIA SEA PLATFORM)



Sail up to the single Sea Platform and destroy its cannons to reveal a chest containing Piece of Heart #18.

TRIFORCE SHARD #5 (VIA SECRET CAVE)



With the Power Bracelets, lift the huge stone face at the top of this island to reveal a hole. Drop into the hole to enter a small Secret Cave. Clear each room of enemies to unseal the final door. When you enter it, play the "Wind's Requiem" at the Wind Crest on the floor to reveal a chest containing Triforce Shard #5.

TRIFORCE SHARD #4 (VIA TRIFORCE CHART #2)



After you find, open, and pay Tingle 398 Rupees to decipher Triforce Chart #2 (found at the Bird's Peak Rock [G5]), you can pull a chest from the Great Sea near Stone Watcher Island. The chest contains Triforce Shard #4.

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SHARK ISLAND (C6)

From a bird's-eye view, Shark Island looks like a giant shark. This relatively small island features four switches and a hole surrounded by fire.



NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

SILVER RUPEE (VIA TREASURE CHART #16)

Find and open Treasure Chart #16 (on the Sea Platform in Seven-Star Isles [F1]) to pull a chest from the Great Sea near Shark Island. The chest contains a Silver Rupee.



SILVER RUPEE (VIA SECRET CAVE)

If you have the Iron Boots and the Skull Hammer, you can activate all four switches (within a time limit) and lower the flames around the island's hole, which leads to a Secret Cave.



First cut down any saplings in the way of the switches. A clear path to each switch saves time. Then head to the "tail" of the island and ready your Skull Hammer and Iron Boots. Stand on top of the switch here and activate it by equipping the Iron Boots. Immediately unequip the Iron Boots and run to the white, diamond-shaped switch on the other side of the island, drawing your sword as you go.

Whack the diamond-shaped switch with your sword and then jump onto the nearby pressure switch to activate it as well. Now jump down to the peglike switch, lock on to it, and put the hammer down. An updraft appears next to the island and the ring of flames disappears, allowing you to enter the Secret Cave.



Inside, you face a tough battle. Moblins, Darknuts, and several other enemies come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

BLUE CHUCHU



Activating all four switches on this island creates an updraft nearby. Use this updraft to reach the highest part of the island, where you find a Blue ChuChu. Head to the "tail" of the island where the Iron Boots switch is located, and set the wind to blow southeast. Use the Deku Leaf to glide into the updraft. Be prepared to battle the wind.



High in the air, go with the wind and head for the highest area of the island. Defeat the Blue ChuChu found there and collect its Blue Chu Jelly.

HEADSTONE ISLAND (C7)



Few realize that Headstone Island is an alternate entrance into the Earth Temple. Long ago, a giant stone head sealed off the entrance (and gave the island its name). Lift the massive stone head with the Power Bracelets, toss it aside, and enter the Earth Temple dungeon.

TREASURE CHART #14 (VIA SUBMARINE)



Treasure Chart #14 is found inside a submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside, but be prepared!



As soon as you enter, you're thrown off the balcony and into the main area, where several Bombchu and Bomb Plants wait to drive you insane. Eliminate the Bombchu quickly by ZL-targeting each one and using the Boomerang. This way you can fire and forget. Using your sword can be dangerous, as Bomb Plants detonate shortly after being struck.



You can't escape this submarine until you wipe out every Bombchu. An escape ladder leads to the balcony, but it's blocked by fire until you defeat all Bombchus. Then the fire disappears and a second ladder drops from the ceiling, leading up to a chest that contains Treasure Chart #14.

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PIECE OF HEART #20



If you have a Hyoi Pear handy, you're in luck. A Piece of Heart sits atop the highest spire. Take control of a seagull and fly directly into the Piece of Heart.

SILVER RUPEE (VIA TREASURE CHART #40)



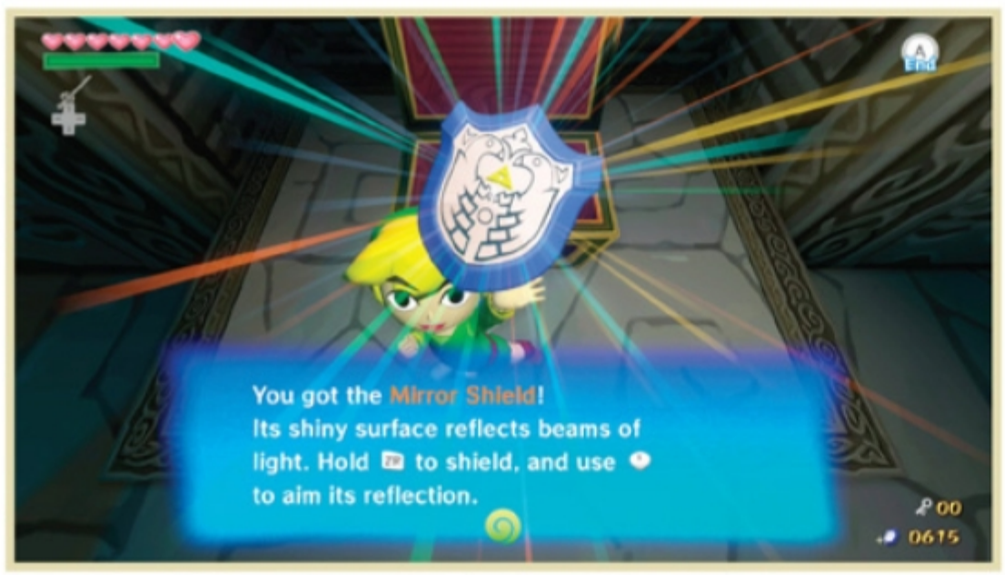
Find and open Treasure Chart #40 (found atop a Sea Platform in Southern Fairy Island [D6]) to pull a chest from the Great Sea near Headstone Island. The chest contains a Silver Rupee.

EARTH GOD'S LYRIC



If you have the Power Bracelets—found inside the Secret Cave at Fire Mountain (F3)—lift the giant stone head and throw it away, revealing a cave. Enter, and you come to a large stone tablet. Use the Wind Waker near the tablet to learn the "Earth God's Lyric"; you will use this to find the Earth Sage and at points inside the Earth Temple dungeon. To play it, hold ⓛ▸ for 6/4 tempo, then play Ⓡ, Ⓡ, Ⓡ, Ⓡ▸, ◂Ⓡ, Ⓡ.

MIRROR SHIELD



Hidden in the Earth Temple dungeon is the Mirror Shield, which is capable of reflecting beams of light. Refer to the walkthrough for more information on the Mirror Shield.



GALE ISLE (D1)

Few realize that Gale Isle is an alternate entrance into the Wind Temple. Long ago, a powerful, constant blast of wind sealed off the entrance (and gave the island its name). With the Iron Boots, you can walk into the wind and enter the Wind Temple dungeon.



WIND GOD'S ARIA

If you have the Iron Boots—found inside the Secret Cave at Ice Ring Isle (E6)—you can walk through the powerful wind that blocks the cave entrance on Gale Isle. Using the Skull Hammer, smash the statue that is the source of the wind and enter the cave. Inside is a large stone tablet. Use the Wind Waker near the tablet to learn the "Wind God's Aria," which you use to find the Wind Sage and at points inside the Wind Temple dungeon. To play the song, hold L▶ for 6/4 time and then press ®, ®, ®, R▶, ◀®, R▶.



HOOKSHOT



Hidden in the Wind Temple dungeon is the Hookshot, which grabs distant objects and enemies and pulls them toward you (or you toward them, depending on the weight of the object). Refer to the walkthrough for more information on the Hookshot.

ORANGE RUPEE (VIA TREASURE CHART #42)

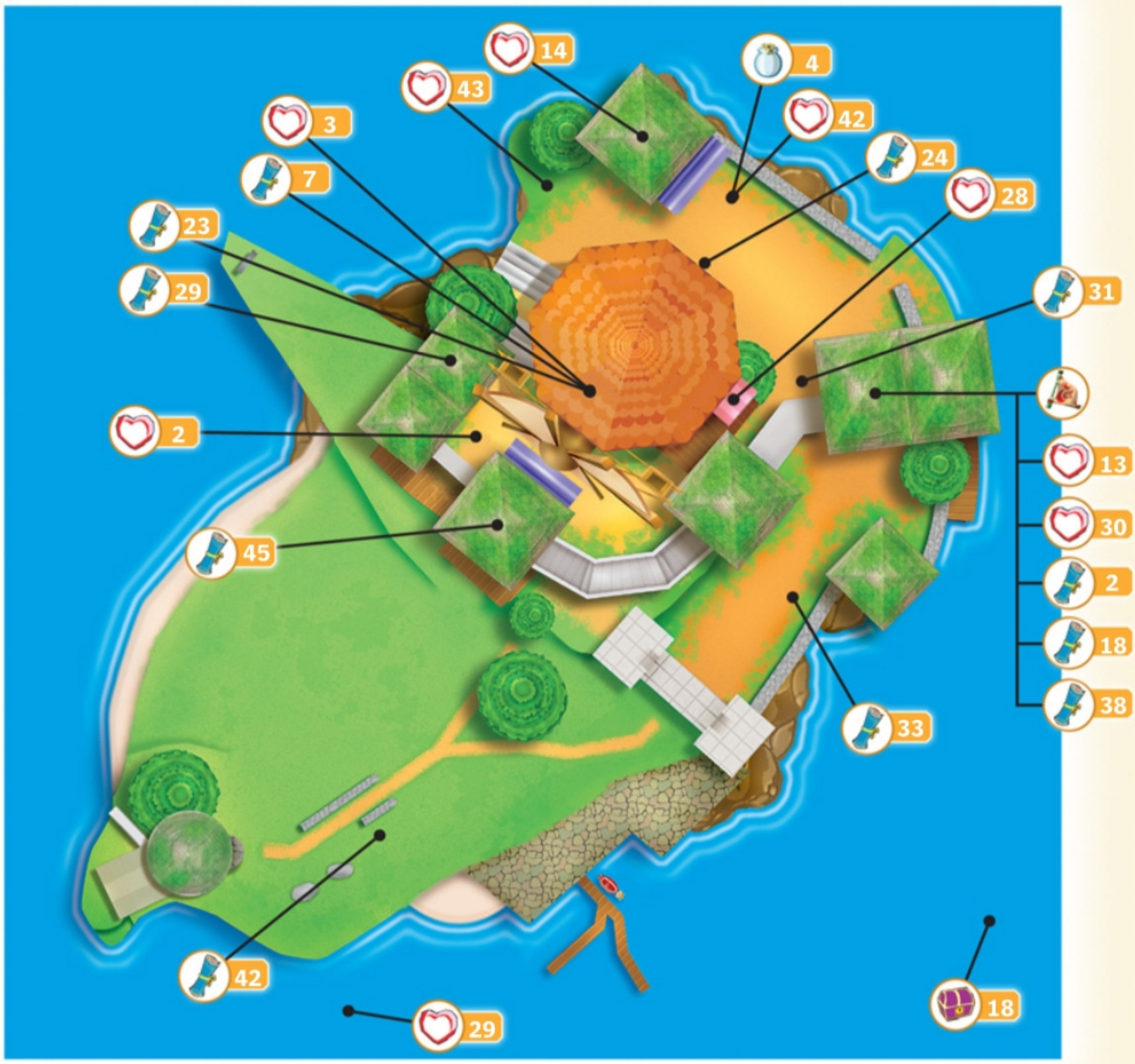


Find and open Treasure Chart #43 (which is found from the "Piggy-Sitting" minigame on Windfall Island) to pull a chest from the Great Sea near Windfall Island. The chest contains a single Orange Rupee.

WINDFALL ISLAND (D2)

Windfall Island is small, but it has the most populated village in all of the Great Sea. Several people go about their daily business here, and many side quests are available. Check out everything each time you dock at this bustling island.





MAP LEGEND

- Piece of Heart
- Sunken Treasure
- Swift Sail
- Treasure Chart
- Empty Bottle

WINDFALL SHOPS



Windfall Island offers many things to purchase and several shops to visit. Become familiar with each shop as you explore Windfall.

BOMB SHOP



Until you get the Bombs item, you can't do much at the bomb shop. After you've acquired the Bombs item, you can purchase bombs from the bomb shop any time. You get 10 bombs for 20 Rupees, 20 bombs for 35 Rupees, or 30 bombs for 50 Rupees, making this a better deal than Beedle's Shop Ship.

CHU JELLY JUICE SHOP



At first, you can purchase only Red Potions from the Chu Jelly Juice Shop, which cost 20 Rupees and restore up to eight Hearts on Link's Life Gauge. After you've collected 15 Green or 15 Blue Chu Jellies, give them to Doc Bandham. He invents a Green or Blue Potion, which you can purchase anytime thereafter. Green Potions cost 10 Rupees and fill Link's Magic Meter; a Blue Potion goes for 60 Rupees and fills both the Life Gauge and Magic Meter. If you're short on Rupees, get a free potion by giving Doc Bandham 5 Chu Jellies of the same color as the potion you want.

LENZO'S PICTOGRAPHY SHOP



Until you acquire the Picto Box, you can't do much at the Pictography Shop. After you find the Picto Box, talk to Lenzo about becoming his assistant. He lets you study under him if you complete three tasks, all of which involve taking pictographs with your Picto Box.



After you acquire the Deluxe Picto Box, you can purchase Legendary Pictographs from Lenzo's Pictography Shop. A Legendary Pictograph shows something in the game that you never have a chance to take a pictograph of—such as a Great Fairy or the water spirit Jabun. Every phase of the moon,, Lenzo sells a Legendary Pictograph for 150 Rupees (if you have seen that character in the story). Purchase them all to complete your figurine collection at the Nintendo Gallery (p. 322)!

ZUNARI'S STALL



In the early stages of the game, Zunari's Stall has only one item to purchase—the Boat's Sail, which sells for 80 Rupees. Talk to Zunari after you defeat the Helmaroc King at the Forsaken Fortress and you can take part in a trading quest to help Zunari pick up some business. Each item you receive in trade from the three Traveling Merchants is delivered to Zunari's Stall. These items may then be purchased from Zunari and used to decorate Windfall Island.

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BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here Beedle sells 10 arrows for 30 Rupees, 30 arrows for 60 Rupees, and All-Purpose Bait for 30 Rupees.

TINGLE BOTTLE AND TINGLE'S CHART



The first time you arrive at Windfall Island, you will have to free Tingle from his jail cell; but you get a couple of goodies. To find the jail, run to Tott, who's dancing by the gravestone, then turn around and enter the wooden door you see on the nearby building.



To open the door of Tingle's cell, step on the pressure switch on the floor inside the jail. The door swings open, and after some dialogue, Tingle gives you the Tingle Bottle and Tingle's Chart. Refer to the "Equipment and Items" chapter for more information on both of these.

PICTO BOX



After you free Tingle from jail, enter his cell and shove the large wooden crate to one side, revealing a crawl space. Enter it.



The crawl space is a short maze with a number of trapdoors. Don't crawl onto any wooden floorboards! If you do, you fall through a trapdoor and have to start over. You know you're on the right track when you begin to pick up Rupees.



Eventually, you come to a small cavern with a chest. Open the chest to get the Picto Box, which allows you to take black-and-white pictographs. Read the two stone tablets in this cavern to learn all about the Picto Box (or refer to the "Equipment and Items" chapter). Crawl onto a trapdoor for a quick exit.

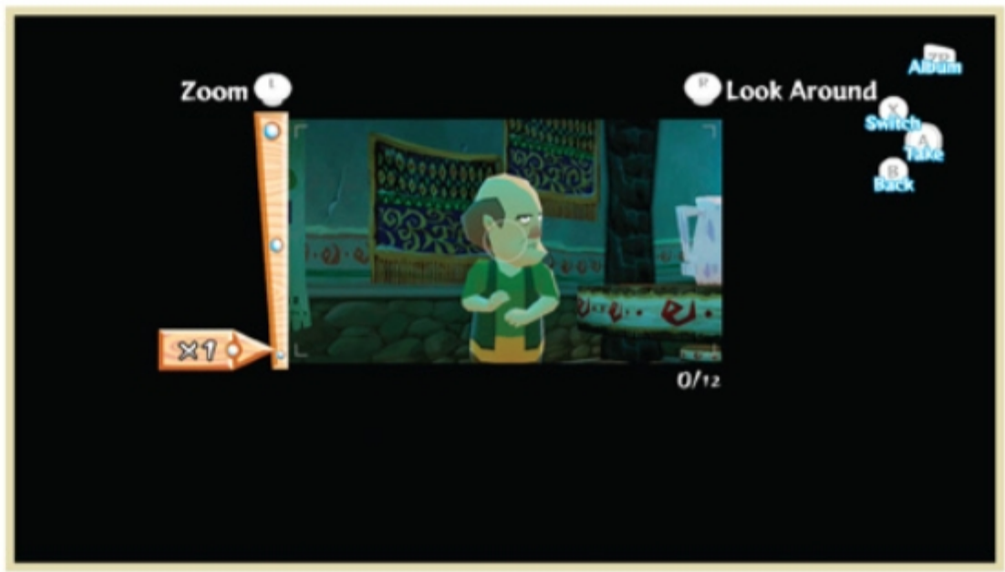
DELUXE PICTO BOX



To get the Deluxe Picto Box, which captures full-color pictographs, you must complete three tasks for Lenzo using the standard Picto Box.



The first task is fairly simple: Wait by the postbox near the town's main gate until you see someone mail a letter. The person you're looking for is Garrickson, the black-haired man with a mustache and red overalls. He starts by Lenzo's Pictography Shop and slowly walks around, past the Chu Jelly Juice Shop, on his way to the postbox. Position yourself so you can take a good pictograph of Garrickson just as he's mailing his letter, then return to Lenzo for your next task.



Your next assignment is to take a picture of someone who shakes in fear at a loud noise. Enter the cafe in the daytime, pick up a nearby pot, and smash it against a wall. The cafe's only customer, Gossack, jumps at the sudden noise and then shakes for a few seconds. Take his pictograph as he's shaking in fear. Then return to Lenzo for your third mission.



For Lenzo's final test, you must take a picture of a man and woman, Anton and Linda, who have deep feelings for each other but never really show it. Follow Anton through town. When he reaches the lighthouse building, he stops and looks into Linda's eyes (Linda is wearing the orange dress). Take a pictograph in the split second that their eyes meet, making sure to get both of them in the shot. Return to Lenzo and he gives you the Deluxe Picto Box. Now your quest to complete the Nintendo Gallery can begin (p. 322)!

PIECE OF HEART #3, TREASURE CHARTS #7 AND #23 (VIA SQUID-HUNT MINIGAME)



Enter the lighthouse and talk to Salvatore, the man behind the counter, to play the "Squid-Hunt" minigame. It costs 10 Rupees per play and can be tried on your first visit to Windfall Island.



Hit and sink all three ships (or in this case, squids) using 24 shots. If you're successful, you win Piece of Heart #3. If you win a second time, you get Treasure Chart #7. If you set a new high score, you win Treasure Chart #23. Each win afterward gets you a Purple Rupee or, if you beat your personal high score, an Orange Rupee.

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TREASURE CHARTS #29 AND #24



If you have the Deku Leaf, you can enter a secret area on the second floor of Lenzo's Pictography Shop. Stand on top of the wooden stairs that lead to the mansion's second floor and face Lenzo's shop (as pictured above). Set the direction of the wind if needed, and use the Deku Leaf to glide to the balcony on the Pictography Shop's second floor. Enter the door there.



You're inside the walled-off area on the second floor of Lenzo's Pictography Shop, where you find two treasure chests. One holds a Purple Rupee; the other contains Treasure Chart #29.



Look carefully at the space between the two chests and notice the crawl space. Enter and crawl until you come out of a picture frame on the Pictography Shop's stairwell. Climb out and look at Lenzo, who's talking with Minenco. Take out your Deluxe Picto Box and take a pictograph of Lenzo talking to Minenco. Get them both in the shot, then exit the shop.



Take the pictograph of Lenzo and Minenco to the two gossiping ladies standing near the Chu Jelly Juice Shop (Pompie and Vera). After you show them the pictograph, they realize they've been spreading false rumors about Lenzo and thank you for setting them straight. They also give you Treasure Chart #24.

SONG OF PASSING



When you get the Wind Waker, you can learn the "Song of Passing" from Tott at Windfall Island. Run to Tott, who's always dancing near the gravestone, and pull out the Wind Waker. Don't play anything, just stand there for a few seconds as the 3/4 tempo plays by itself.



After a few seconds, Tott realizes that the 3/4 tempo is just what he was missing. He teaches you how to play the "Song of Passing," which changes day to night or night to day. To play it, press ®▶, ◀®, ®▼.

EMPTY BOTTLE #4



After you defeat the Helmaroc King at the Forsaken Fortress and rescue the kidnapped children, Mila (the blond girl in tattered rags) appears at Windfall Island. During the day she works at Zunari's Stall, but at night you'll find her standing near the Chu Jelly Juice Shop. Talk to her at night, and she tells you to get lost. As you walk up the nearby steps, Mila suddenly runs down the path in the opposite direction.



Follow Mila as she makes her way around Windfall, but don't let her see you. Every few steps, Mila turns around and checks to make sure no one is following her. If you're not hidden, Mila sees you and runs off, and you have to start over! If you're partly hidden, Link meows like a cat to fool Mila when she looks over. Eventually, you're able to follow Mila to Zunari's Stall, where she tries to break open Zunari's safe!



Run up to Mila and catch her in the act. If you catch her in time, she's shocked by your presence and makes several excuses, to which you must answer. Just choose the first answer every time, and Mila will give you an Empty Bottle at the end of the dialogue.

PIECE OF HEART #30



After you've defeated the Helmaroc King at the Forsaken Fortress and rescued the kidnapped children, enter the top floor of the mansion at Windfall Island, where Maggie and her father now live. Ignore her father for now and talk to Maggie, who asks you to mail a love letter for her. Take the letter to the postbox on the island, then return to Maggie.

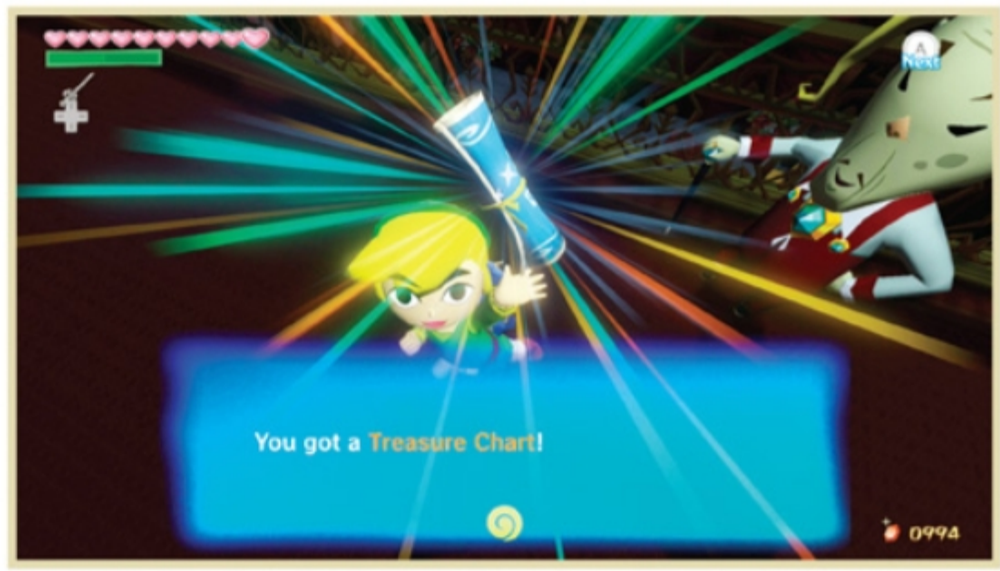


As soon as you enter their house, you see Maggie's father arguing with a Rito mail carrier. The Rito is not being allowed to deliver the response to Maggie's love letter, because Maggie's father doesn't want his daughter meddling with such things. In a fury, the Rito leaves the house. Leave as well and go to the cafe up the street.



Inside the cafe, you see the Rito mail carrier drowning his sorrows. Talk to him and agree to deliver the letter to Maggie. Return to Maggie and give it to her. She's so grateful for your help that she gives you Piece of Heart #30.

TREASURE CHART #2



After getting Piece of Heart #30, you can get Treasure Chart #2 from Maggie's father if you have collected 20 Skull Necklaces. Show him your collection of Skull Necklaces, and he gives you Treasure Chart #2 for 20 of them.

SWIFT SAIL, PIECE OF HEART #13, TREASURE CHARTS #18 AND #38 (VIA WINDFALL AUCTION)



You can participate in the Windfall Auction during the evenings at Windfall Island. Enter the ground floor door of the mansion and talk to Zunari, who runs the auction at night.



Make sure you have plenty of Rupees to throw around before you participate in an auction, especially if you've never tried one before. You must outbid several other residents of Windfall Island to win the prize at the end of the auction.

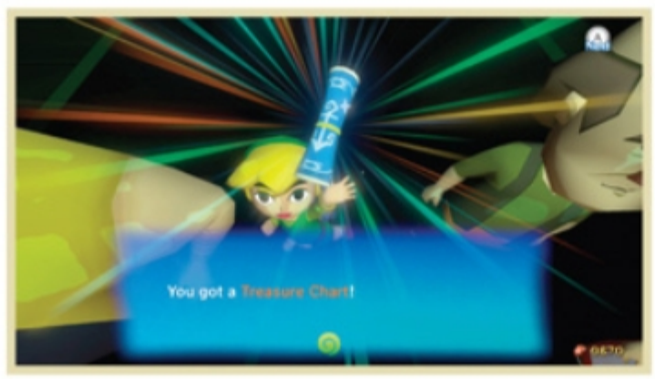
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Auctions last for only one minute, but the clock pauses when someone is bidding or otherwise talking. Your bid meter slowly fills as time passes, but you can make it fill much faster by repeatedly tapping Ⓐ. Once your bid meter is full, you are asked to place a bid.



Placing a large bid stuns the other bidders for a few seconds. This is especially useful near the end of the auction. If you place a large enough bid with only a few seconds left on the clock, you most likely win the item. Bid 20 percent or more over the item's current going price to stun your fellow bidders.



The items you can win from the Windfall Auction are Piece of Heart #13 Treasure Chart #18, Treasure Chart #38, and the Swift Sail. Smaller items, like Joy Pendants, are also available. Items are offered at random, so if you don't like the current item, simply leave the auction and immediately return to try your luck again.

PURPLE RUPEE (VIA TREASURE CHART #18)



Find and open Treasure Chart #18 (which you won from the auction here at Windfall Island) to pull a chest from the Great Sea near Windfall Island. The chest contains a Purple Rupee.

MAGIC ARMOR AND PIECE OF HEART #42 (VIA TRADING QUEST)



Talk to Zunari after you've rescued all the kidnapped children from the Forsaken Fortress, and he tells you that business is slow. He asks you to help him out by traveling to distant islands and trading with Traveling Merchants. This gives Zunari new, exotic items to sell at Windfall Island. Agree to help Zunari and he gives you the first trading quest item, a Town Flower.



Once you've agreed to help Zunari, seek out the three Traveling Merchants on the Great Sea. One is found at Mother & Child Isles (B2), another at Greatfish Isle (B4), and the third at Bomb Island (F5). Set sail for Mother & Child Isles first. Don't use the "Ballad of Gales" warping song to get there or you get stuck inside Mother Isle and have to warp back out again!



Once you reach Mother & Child Isles, sail to Child Isle and run up to the Traveling Merchant. Talk to him and he tells you all about life as a Traveling Merchant. Show him the Town Flower that Zunari gave you and agree to trade it for a Sea Flower. The Traveling Merchant tells you that you've struck a Merchant's Oath. In keeping with that oath, he will send a supply of Sea Flowers to Zunari's Stall.



Your next destination is Greatfish Isle (B4). Warp there directly by conducting the "Ballad of Gales." Sail to the isle's west side, where another Traveling Merchant stands on a small wooden raft. Trade your Sea Flower to this Traveling Merchant for the Exotic Flower, which also is sent to Zunari for sale at his stall. Next, warp to Forest Haven (F6) and sail north to Bomb Island (F5). Trade your Exotic Flower to the Traveling Merchant there for a Sickle Moon Flag, which is sent to Zunari's Stall at Windfall Island as well.



These three all-new items help Zunari generate some serious business. Warp to Windfall Island and talk to Zunari to receive the Magic Armor as thanks for your help. While active, this armor causes Link to lose Rupees instead of Hearts when wounded. Link is therefore invincible while wearing Magic Armor, but only as long as he has Rupees in his Wallet!



There's more to be gained from the trading quest, however. The Traveling Merchant at Greatfish Isle (B4) desires a mysterious Shop Guru Statue above all else and will give you Piece of Heart #42 if you bring one to him. To acquire the Shop Guru Statue, continue to trade with Traveling Merchants. Here are the quickest steps to the Shop Guru Statue:

1. **Greatfish Isle (B4)**: Trade your Sickle Moon Flag for a Fountain Idol.
2. **Mother & Child Isles (B2)**: Trade your Fountain Idol for a Big Sale Flag.
3. **Greatfish Isle (B4)**: Trade your Big Sale Flag for a Hero's Flag. Immediately trade your Hero's Flag back to this same Traveling Merchant to get a Postman Statue.
4. **Mother & Child Isles (B2)**: Trade your Postman Statue for a Shop Guru Statue.
5. **Greatfish Isle (B4)**: Trade your Shop Guru Statue for Piece of Heart #42.

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PIECE OF HEART #2, CABANA DEED, AND TREASURE CHART #45



You can play hide-and-seek with the gang of schoolchildren known as the Killer Bees at Windfall Island. Talk to the Killer Bees in front of Mrs. Marie's schoolhouse, and they all run off and hide. Search Windfall Island to find them, chase them down, and catch them.

Refer to the walkthrough for detailed information on finding and catching the Killer Bees (p. 81). Once you've caught all four, you get Piece of Heart #2.

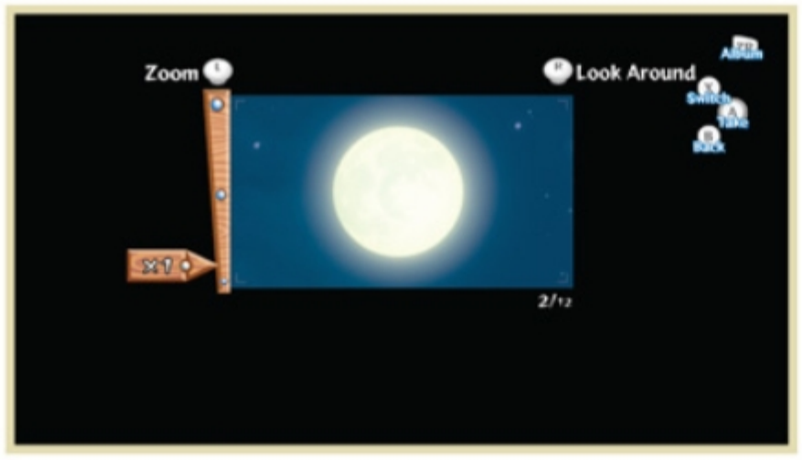


Talk to the Killer Bees after you've beaten them at hide-and-seek, and they hint that their teacher, Miss Marie, loves Joy Pendants. Enter the schoolhouse and talk to Miss Marie. Give her one Joy Pendant and she gives you a Red Rupee. Give her 20 more Joy Pendants, and she gives you the Cabana Deed. Give her 20 more Joy Pendants, and she gives you Treasure Chart #45. For more information on these items, refer to the "Equipment and Items" section of this guide.

TREASURE CHART #31



With the Deluxe Picto Box, you can get Treasure Chart #31. During the day, Kamo sits on the stairs next to the Chu Jelly Juice Shop. Talk to him to learn that he's very upset, but it's not entirely clear why. He insists that you show him a pictograph of his favorite thing to prove that you understand him before he tells you any more. He gives you a hint: His favorite thing is "perfectly round and pale."



If you've explored Windfall Island at night, you know that Kamo is always sitting atop a town wall, gazing at the moon with his telescope. Talk to him, and he tells you that looking up at the moon is his only hobby. The moon is his favorite thing! Kamo specifically said to show him a pictograph of something "perfectly round and pale," so take a color pictograph of the full moon using your Deluxe Picto Box.

Return to Kamo during the day and show the pictograph to him. In gratitude, Kamo gives you Treasure Chart #31.

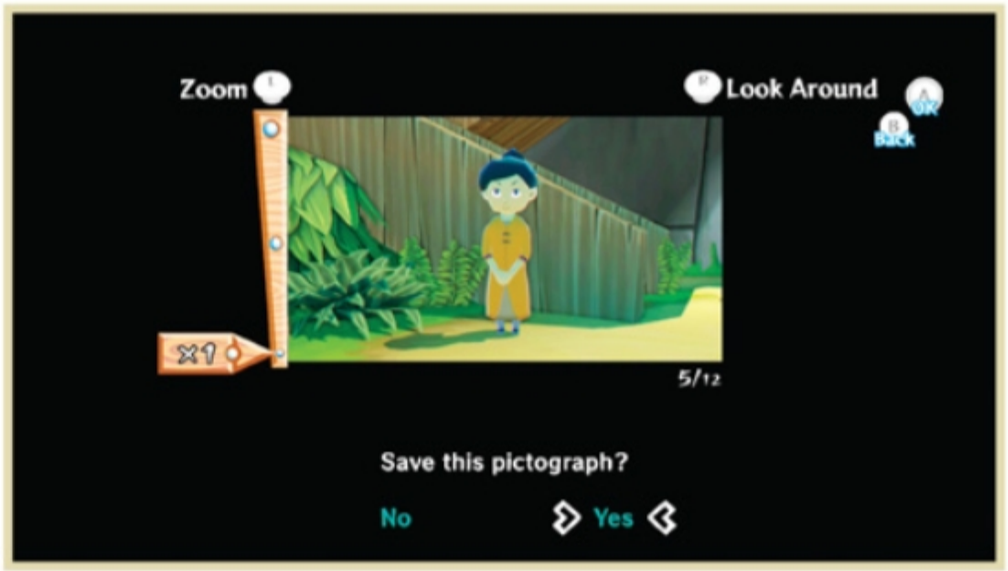


TREASURE CHART #33



With the Deluxe Picto Box, you can get a Treasure Chart from Minenco, the woman who stands near the Chu Jelly Juice Shop sign during the day. Minenco fancies herself the most beautiful woman on Windfall Island. Humor her by taking a pictograph of her using your Deluxe Picto Box, and then give the pictograph to her. If you took a good shot, Minenco gives you Treasure Chart #33.

PIECE OF HEART #14



With the Deluxe Picto Box, you can get Piece of Heart #14 from a side quest here on Windfall Island. Talk to Linda, the woman in the orange dress, and she tells you that she'd like your help in getting Anton to ask her out on a date. Agree to help, then use your Deluxe Picto Box to take a full-color pictograph of Linda.



Give the color pictograph of Linda to Anton, who finally realizes that he can't let this girl slip away. He decides he's going to ask her out for coffee the next day. That's a subtle clue that they're going to meet at the cafe near Zunari's Stall tomorrow.

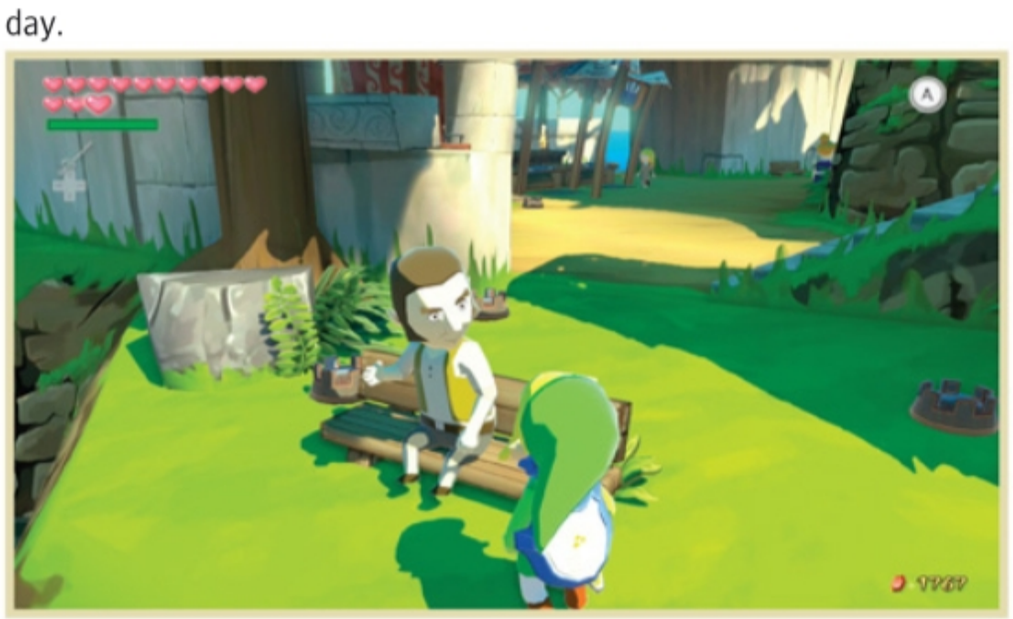


Sail around and wait for the new day to dawn (or conduct the "Song of Passing" if you've learned it from Tott), then head into the cafe. Sure enough, Anton and Linda are talking with each other. Talk to Linda, who's so grateful for your help that she gives you Piece of Heart #14.

PIECE OF HEART #43



If you've taken part in the trading quest, you can purchase any of the items you traded the Traveling Merchants for at Zunari's Stall. Decorate Windfall with these trading quest items to get a Piece of Heart from Sam, the man who sits on a bench near the cafe during the day.



Several strange metal objects are now located on the ground all around Windfall Island. These are used to hold the decorative trading quest items. Purchase a trading quest item—such as a Sea Flower or a Fountain Idol—and then place it on any of these metal objects. Voilà! The town now looks a bit more cheerful!

If you decorate enough of the town with trading quest items, Sam gives you Piece of Heart #43 for being such a great "Joyous Volunteer."



You can also get a Purple Rupee by purchasing a Shop Guru Statue from Zunari and placing it on top of Windfall's main entrance gate. Afterward, talk to the sailor, Kane, who's always admiring the main gate. He gives you a Purple Rupee for your stylish decorating skills. This isn't such a good deal if you think about it—a Shop Guru Statue costs you 200 Rupees!

TREASURE CHART #42 (VIA PIGGY SITTING)



After you have the three Skull Necklaces, you can play the "Piggy-Sitting" minigame with Dampa, who stands near the short stone wall on the path leading to the bomb shop. You must first give Dampa three Skull Necklaces.



The object of this minigame is to find and catch all three of Dampa's nearby pigs in under two minutes. Every time you bring a pig to Dampa, he tells you how much time you have left. If you bring him all three in under two minutes, you get Treasure Chart #42.

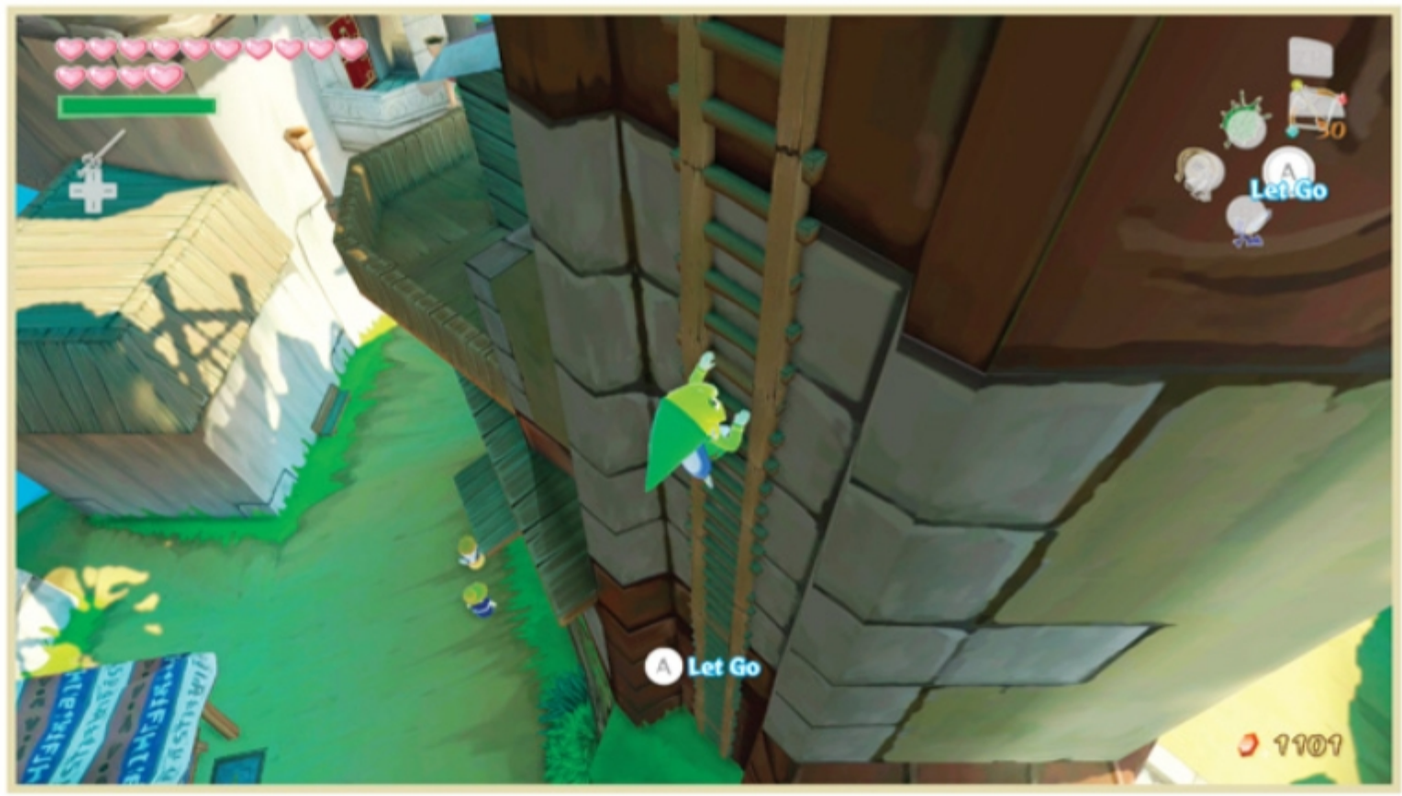


Pigs don't like sudden movements, so sneak up on them or use All-Purpose Bait to distract them. When you bring a pig back to Dampa, lock onto Dampa using ZL-targeting, and then press ZL to set the pig down.

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PIECES OF HEART #28 AND #29

After you've acquired the Fire/Ice Arrows from the Fairy Queen at Mother Isle (B2), you can light Windfall's lighthouse. Climb the ladder behind the lighthouse and step on the pressure switch in the small alcove there. Conduct the "Wind's Requiem" to set the wind blowing north (toward the windmill) to activate it.

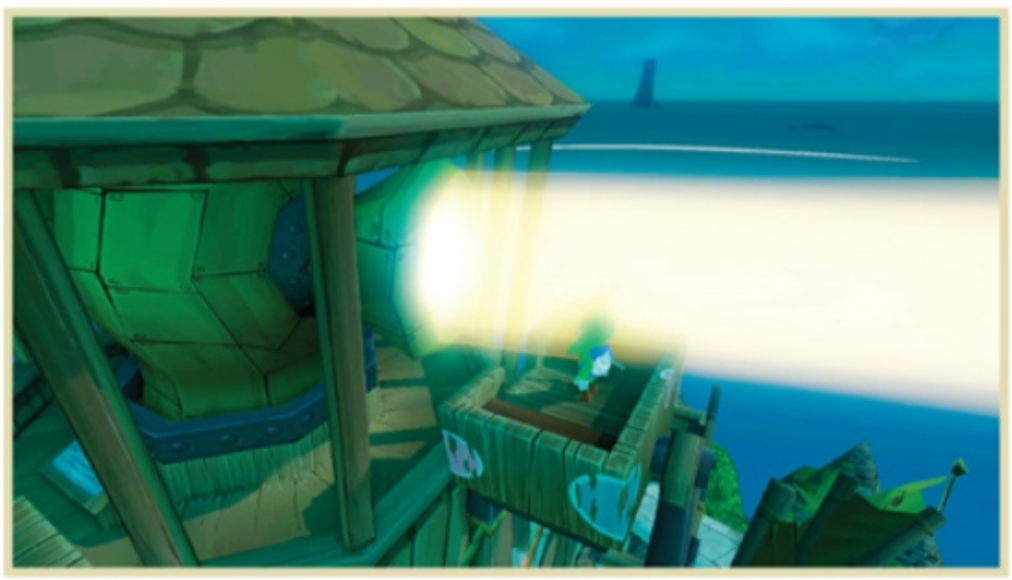




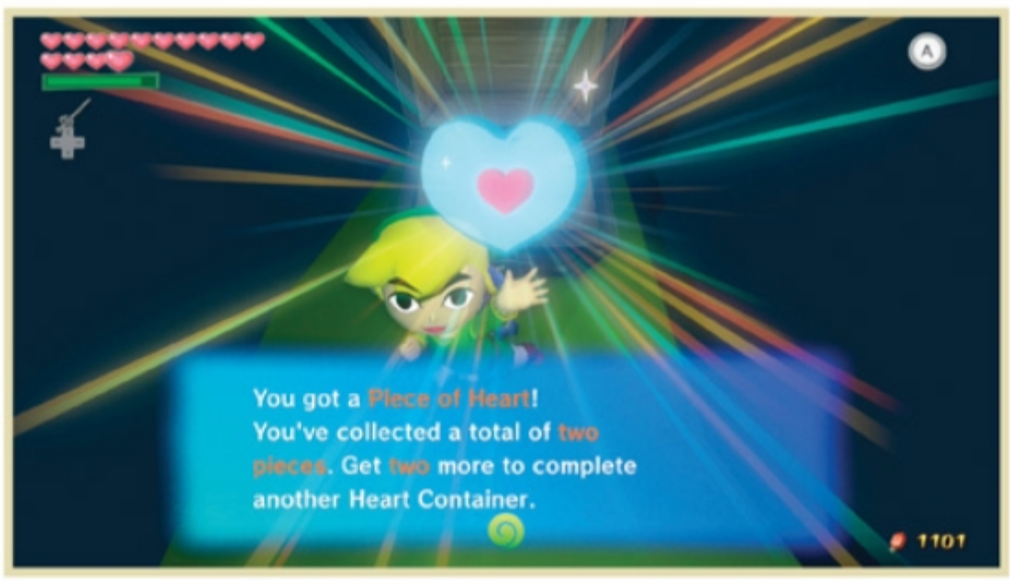
Hop onto one of the windmill's moving carts and ride it like a Ferris wheel. To get onto a cart, enter the lighthouse building as if you're going to play the "Squid-Hunt" minigame. Run up the stairs to the left of Salvatore's counter and exit the lighthouse building through the door on the second floor. Walk across the wooden ramp outside and jump onto one of the windmill's carts as it passes by.



Face the lighthouse as you ride around the windmill and ready your Fire Arrows. At the top of the windmill, you can see the lamp of the lighthouse. Shoot a Fire Arrow into the lamp to light it.



After you activate the lighthouse, the translucent treasure chest sitting on a tiny isle next to Windfall Island becomes solid. Use the Deku Leaf or the Hookshot to reach the chest, which contains Piece of Heart #29.



Return to the lighthouse building, enter it, and then exit using the second-floor door. Talk to Kreeb, the man in the yellow hat standing on the wooden ramp outside. He's thrilled that you managed to fix the windmill and the lighthouse and gives you Piece of Heart #28.

NORTHERN TRIANGLE ISLAND (D3)



This small, triangular island holds one of three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

OCTO CHART (VIA TREASURE CHART #26)



Find and open Treasure Chart #26 (found at the Six-Eye Reef [D4]) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Octo Chart.

RINGS OF LIGHT



Four rings of light around this island appear only under the light of a full moon. Each has a chest that contains a Red Rupee. When you see these rings, use the Grappling Hook to pull up the chest and grab the Rupee.



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SIX-EYE REEF (D4)

The Six-Eye Reef gets its name from the way it looks from above—six circular, eyelike pillars are inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.



PIECE OF HEART #23 (VIA SUBMARINE #4)



Piece of Heart #23 is found in a submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside.



Defeat the Moblins that patrol in here, and a ladder drops. Climb the ladder to reach a treasure chest, which contains Piece of Heart #23. Most of the barrels in the sub contain enemies, so leave them alone until you've defeated the three Moblin guards.

SEA PLATFORM



Sail up to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder to reach the chest, which contains a minor reward.

TREASURE CHART #26



Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southwesternmost "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #26.

SILVER RUPEE (VIA TREASURE CHART #6)



Find and open Treasure Chart #6 (inside the Tower of the Gods dungeon [E4]) to pull a chest from the Great Sea near the Six-Eye Reef. The chest contains a Silver Rupee.

SOUTHERN TRIANGLE ISLAND (D5)



This small, triangular island has one of the three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

ORANGE RUPEE (VIA TREASURE CHART #44)



Find and open Treasure Chart #44 (found at the Star Belt Archipelago [G3]) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Orange Rupee.

SOUTHERN FAIRY ISLAND (D6)



This is a small, heart-shaped island where a Great Fairy dwells. Use the bombs to enter the Fairy Fountain in the large conch shell.

BLUE CHUCHU



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

TREASURE CHART #40 (VIA SEA PLATFORMS)



Sail up to the trio of Sea Platforms in this sector and destroy all the cannons on the two Sea Platforms that have ladders. This makes two chests appear on the ladder-less Sea Platform in the middle. Climb either of the Sea Platform's ladders and use the Deku Leaf to float to the middle platform. Open the two chests located there to receive Treasure Chart #40 and a minor reward.

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BOMB BAG UPGRADE (VIA GREAT FAIRY #4)



Bomb the wooden gate to open a way into the large conch shell. Drop into the hole there to enter a Fairy Fountain and find a Great Fairy. The Great Fairy upgrades your bomb-carrying capacity and invites you to return any time to replenish your Life Gauge or bottle a few Fairies.

PIECE OF HEART #31 (VIA TREASURE CHART #4)



Finding and opening Treasure Chart #4 (which can be purchased for 900 Rupees from Beedle's Shop Ship near Rock Spire Isle [B3]) allows you to pull up a chest containing Piece of Heart #31 from the Great Sea near Southern Fairy Island.

TWO-EYE REEF (D7)

The Two-Eye Reef gets its name from the way it looks from above—two circular, eyelike pillars are inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.



SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. A chest with a minor reward sits atop the Sea Platform.

TREASURE CHART #13



Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southeastern "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #13.

DOUBLE MAGIC METER UPGRADE (VIA BIG OCTO #6 AND GREAT FAIRY #1)



The only four-eyed Big Octo is found in this sector. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target all four of its large, yellow eyes. After you defeat the Big Octo, a Great Fairy who was trapped by the Big Octo appears. She thanks you for your help and uses her power to upgrade your Magic Meter.

PIECE OF HEART #44 (VIA TREASURE CHART #46)



After grabbing Treasure Chart #46 from the Secret Cave on Pawprint Isle, open it to reveal the location of Piece of Heart #44.

CRESCENT MOON ISLAND (E1)

Crescent Moon Island gets its name from its shape. It's a small island with just a few things to see and do. Use the Boomerang to smash the pots that float on top of barrels around the island and score some Rupees.



NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights when there's a full moon.

BLUE CHUCHUS



Defeat the two Blue ChuChus near the treasure chest for a couple of Blue Chu Jellies.

TREASURE CHART #10



Open the treasure chest that's sitting on top of the island to find Treasure Chart #10.

TREASURE CHART #9 (VIA SUBMARINE #2)



Treasure Chart #9 is located in a submarine. Old Man Ho-Ho is looking at the submarine from the island, using his telescope. Sail to the submarine, climb onto it, and enter the doorway leading inside.



Inside the sub, you must defeat four waves of Miniblins. Four torches light in turn as you defeat each wave of Miniblins. Once all four torches are lit, a ladder drops from the ceiling. Climb the ladder and open the chest you discover above to claim Treasure Chart #9.

PIECE OF HEART #12 (VIA TREASURE CHART #11)



Find and open Treasure Chart #11 (inside the Dragon Roost Cavern dungeon at Dragon Roost Island [F2]) to pull a chest from the Great Sea near Crescent Moon Island. The chest contains Piece of Heart #12.

PAWPRINT ISLE (E2)

Pawprint Isle is a small, circular island with four tiny isles in a row next to it. Viewed from above, it looks like a paw print. Acquire a few valuable items from this little isle.



SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest, which contains a small reward.

PIECE OF HEART #4 (VIA SECRET CAVE)

Clear the grass and brush away from the large dome on the main isle and look for a crawl space leading inside. Crawl through it and then drop into a hole and into a Secret Cave.





This Secret Cave is fairly small and harbors several ChuChu enemies. Defeat each one as you explore the short cavern, until you come to the treasure chest on the other side. Open the chest to get Piece of Heart #4.

If you have a few bombs with you, destroy the two large, gray boulders in this cavern. Each blocks a pathway leading to a treasure chest. Inside one chest is a Joy Pendant; in the other is a Purple Rupee.



BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

PIECE OF HEART #36 (VIA TREASURE CHART #30)



Find and open Treasure Chart #30 (inside the Tower of the Gods dungeon [E4]) to pull a chest from the Great Sea near Pawprint Isle. The chest contains Piece of Heart #36.

TREASURE CHART #46 (VIA SECRET CAVE)

One of Pawprint Isle's "toes" has a cactus-like tree. If you have the Hookshot, latch onto the statue from your boat and pull yourself onto the isle. Drop into a hole there to enter a second Secret Cave.



Here you face one of the most trying battles in the game. Several Wizzrobes attack, each capable of summoning other enemies. You must defeat all six Wizzrobes. A chest then appears, containing Treasure Chart #46.



EASTERN FAIRY ISLAND (E3)



This small, heart-shaped island is home to a Great Fairy. Use bombs to enter the Fairy Fountain inside the large conch shell.

NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

SEA PLATFORM BLUE CHUCHU



Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest that contains a small reward.



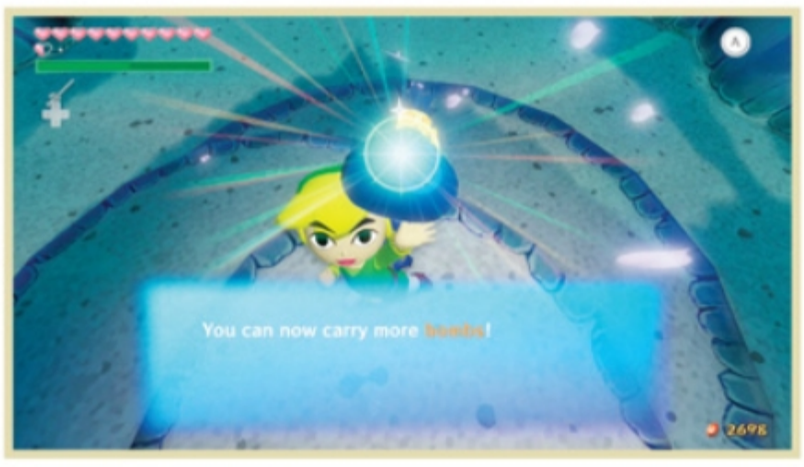
Defeat the Blue ChuChu near the northern palm tree for a Blue Chu Jelly.

SILVER RUPEE (VIA TREASURE CHART #3)



Find and open Treasure Chart #3 (found at Forest Haven [F6]) to pull a chest from the Great Sea near Eastern Fairy Island. The chest contains a Silver Rupee.

BOMB BAG UPGRADE (VIA GREAT FAIRY #3)



Bomb the wooden gate to open the way into the large conch shell. Drop into the hole inside the shell to enter a Secret Cave and find a Great Fairy. The Great Fairy upgrades your bomb-carrying capacity and invites you to return anytime to replenish your Life Gauge.

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TOWER OF THE GODS (E4)

The Tower of the Gods is the only island on the Great Sea that isn't actually there for the first third of the game. When you place the three colored pearls on the goddess statues found at the Northern, Eastern, and Southern Triangle Islands, the Tower of the Gods rises from the bottom of the Great Sea. Much of the plot unfolds at the Tower of the Gods, and the Tower of the Gods dungeon is located here.



BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells 30 arrows for 60 Rupees, 30 bombs for 60 Rupees, and a Red Potion for 30 Rupees.

COMMAND MELODY



Learn the Command Melody from a tablet in the Tower of the Gods dungeon. To play the Command Melody, hold ◀Ⓛ for 4/4 tempo, then play ◀Ⓡ, Ⓡ, Ⓡ▶, Ⓡ. Refer to the walkthrough for more information on the Tower of the Gods dungeon.

SILVER RUPEE (VIA TREASURE CHART #14)



Find and open Treasure Chart #14 (found in the submarine near Headstone Island [C7]) to pull a chest from the Great Sea near the Tower of the Gods. The chest contains a Silver Rupee.

HERO'S BOW



The Hero's Bow is found in a chest in the Tower of the Gods dungeon. Refer to the walkthrough for more information on the Tower of the Gods dungeon.

MASTER SWORD

Link gets the Master Sword after clearing the Tower of the Gods dungeon and entering the sealed chamber inside Hyrule Castle. For more information, refer to the walkthrough.



PRIVATE OASIS (E5)



The Private Oasis is a small island featuring a luxurious cabana, a tranquil swimming area, and a soothing waterfall. Until you finagle the Cabana Deed from Mrs. Marie at Windfall Island (D2), you can't enter the cabana. With the Cabana Deed, the Private Oasis's name changes to "(Your Name) Oasis." Collect several small goodies by wading through the swimming area.

NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

SILVER RUPEE (VIA TREASURE CHART #1)



Find and open Treasure Chart #1 (inside the Forbidden Woods dungeon in Forest Haven [F6]). to pull a chest from the Great Sea near the Private Oasis. The chest contains a Silver Rupee.

ORANGE RUPEE (VIA BIG OCTO #5)



An eight-eyed Big Octo is in this sector. Look for the flock of circling seagulls to locate the Big Octo, then sail toward them. When the Big Octo rises from the Great Sea, use the Boomerang to target up to five of its eyes. When all eight eyes turn blue, the Big Octo is defeated and leaves behind a ring of light. Use the Grappling Hook to haul up a chest from it, which contains an Orange Rupee.

SLIDING PICTURE PUZZLE



Once you have obtained the Cabana Deed from Mrs. Marie at Windfall Island (D2), enter the cabana and try the Sliding Picture Puzzle (refer to p. 232 of the walkthrough for information on how to get the Cabana Deed). The goal is to move the pieces around and create the picture shown on the room's opposite side. For each picture puzzle that you solve, a bulb lights and you get 50 Rupees. Solve all 16 Sliding Picture Puzzles for a 200-Rupee bonus!

TRIFORCE SHARD #1



With the Cabana Deed from Mrs. Marie at Windfall Island (D2), you can enter the cabana and search for Triforce Shard #1. Refer to p. 233 of the walkthrough for information.

TREASURE CHART #27

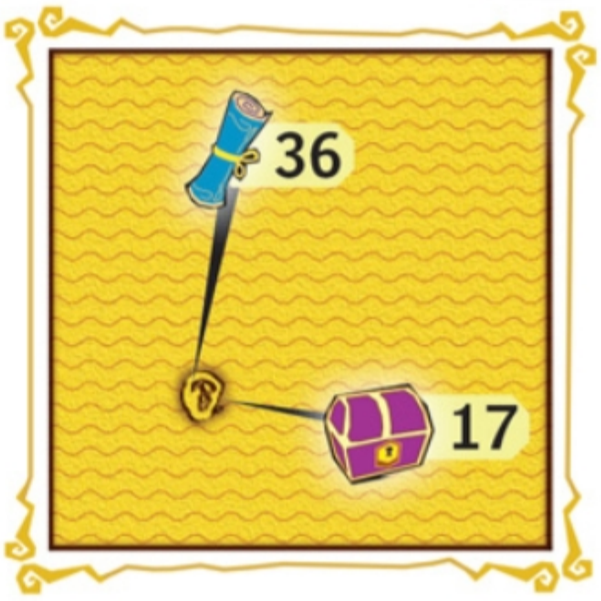


If you have the Hookshot, pull yourself up to the chest near the top of the waterfall here. Walk around the cabana's circular porch and look for a palm tree on a rocky ledge. Use the Hookshot to pull yourself toward the palm tree and land on the ledge. Walk a short distance toward the top of the waterfall (don't fall in!) and open the chest you find there to collect Treasure Chart #27.

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ICE RING ISLE (E6)

This medium-sized isle is covered in ice, which makes it tricky to walk across. A large sculpture of a dragon's head sits atop the isle, spewing out a blast of cold and snow. You cannot traverse the island until you diffuse the dragon statue's frosty breath with a well-aimed Fire Arrow.



SILVER RUPEE (VIA TREASURE CHART #17)



Find and open Treasure Chart #17 (won from the Cannon minigame on Spectacle Island [C2]) to pull a chest from the Great Sea near Ice Ring Isle. The chest contains a Silver Rupee.

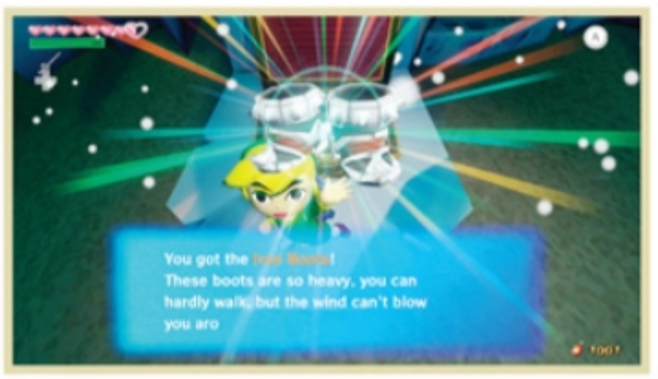
TREASURE CHART #36



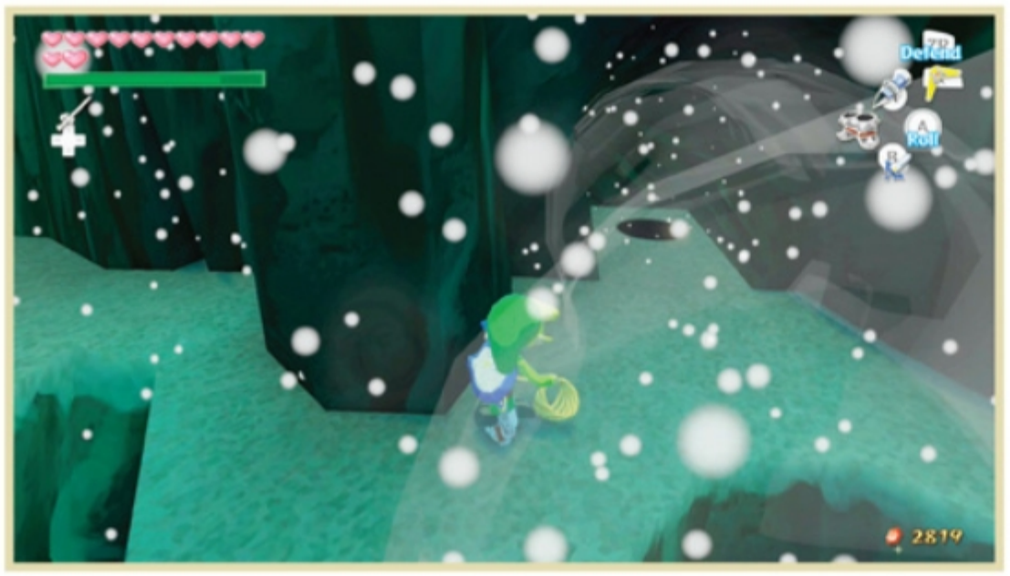
Diffuse the blast of cold and snow pouring from the mouth of the dragon's head sculpture for five minutes by shooting a Fire Arrow into the dragon's mouth. Shoot another Fire Arrow at the frozen chest on the isle's east side to melt the ice around it, and then open the chest, which contains Treasure Chart #36.

IRON BOOTS (VIA SECRET CAVE)

The Iron Boots are inside a Secret Cave accessed via a hole in the mouth of the dragon's head sculpture. Refer to the walkthrough for details on how to get the Iron Boots.



ORANGE RUPEE (VIA SECRET CAVE)

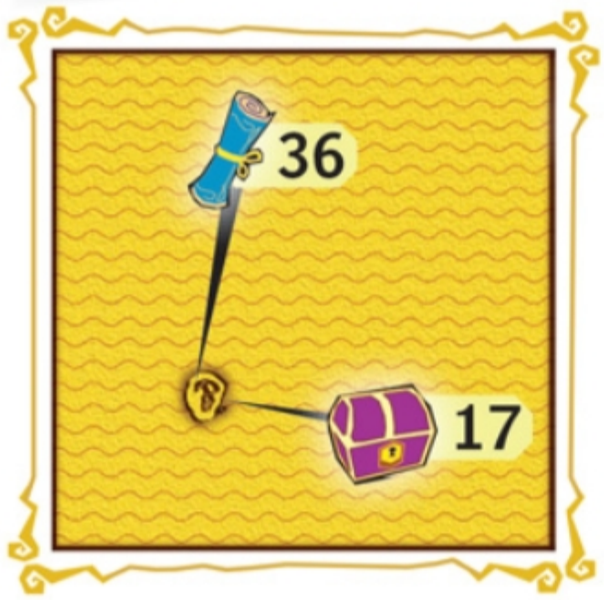


Another Secret Cave is inside the one with the Iron Boots. Walk straight toward the source of the wind that blows near the chest that holds the Iron Boots. Soon you come to a hole that leads down into a second Secret Cave.



Drop into the hole to enter a frozen cavern. Several blocks of ice here hold enemies. Melt each block of ice with a Fire Arrow and defeat all the enemies to reveal a chest containing an Orange Rupee.

ANGULAR ISLES (E7)

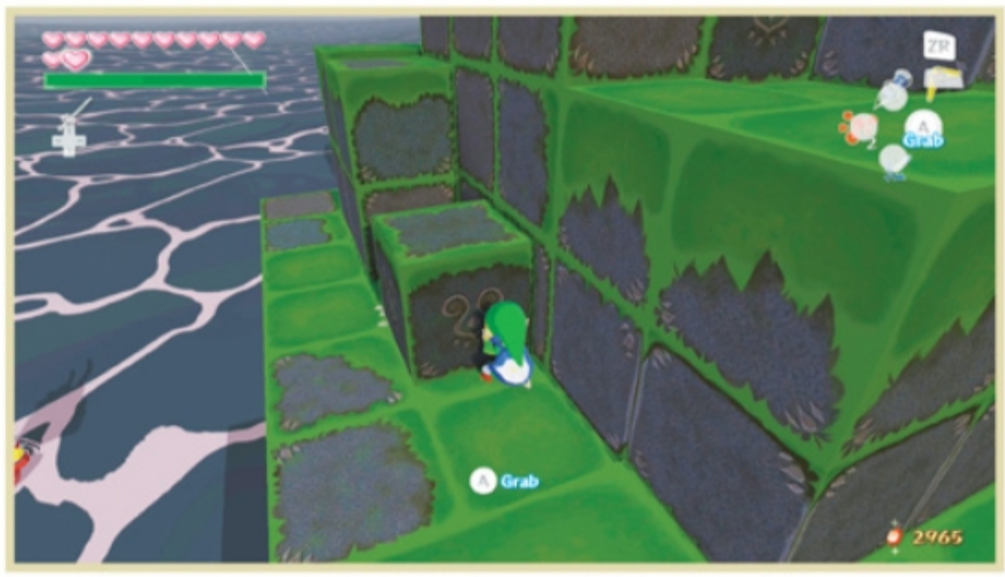


The Angular Isles are a pair of small, blocky islands in close proximity. You can climb onto the larger of the two from the water. It features several movable blocks. Position these blocks so that you can reach the top of the isle, where something of value awaits you.

PIECE OF HEART #8



To get this Piece of Heart, climb onto the larger of the two Angular Isles and manipulate the movable blocks to reach the top of the isle. A chest at the top contains Piece of Heart #8.



Position yourself behind the block you just moved, and pull it a short distance so that it lines up with a slight recess. Climb onto the block.



Start by pulling out halfway the only movable block you can reach on this level. Use it to climb onto the second level of blocks.

You now face a stack of two movable blocks. Pull the bottom one out halfway. Now climb to the top of the isle to find the chest containing Piece of Heart #8.





Walk along the second level to another movable block. Push this one off the edge and down to the first level, then hop down onto it.

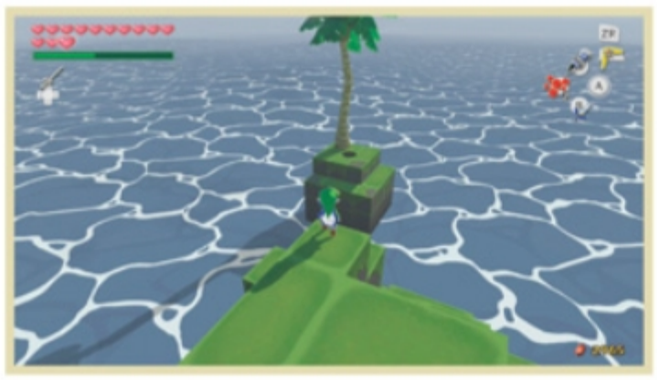
PIECE OF HEART #9 (VIA TREASURE CHART #15)



Find and open Treasure Chart #15 (found inside the Forbidden Woods dungeon [F6]) to pull a chest from the Great Sea near the Angular Isles. The chest contains Piece of Heart #9.

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SILVER RUPEE (VIA SECRET CAVE)



You must have the Mirror Shield to collect this Silver Rupee. From the top of the larger of the two Angular Isles, use the Deku Leaf to reach the smaller isle. Alternatively, use the Hookshot from the lowest level of the larger isle to pull yourself over to the palm tree on top of the smaller isle. Once you reach the top of the smaller isle, drop into the hole found there to enter a Secret Cave.



Inside this Secret Cave lies a tricky block puzzle. A tall stack of movable blocks is in the center of the cavern. Horizontal beams of light intersect at the top of the stack. A translucent treasure chest sits atop the north ledge. You must manipulate the stack of blocks to get at the chest.



Start by moving the lone bottom block on the left side of the stack. Push it to the other side of the stack and position it next to the rest of the blocks on the right-hand side.



Climb onto the block you've just moved and pull the next one out halfway. Drop back down and then pull the bottom block out halfway, creating a set of steps.



Climb onto the first block and again pull the second block out halfway. All the blocks that were stacked above the second block drop down one level.



Climb onto the block you've just moved and then pull the next one out halfway. Climb onto that one, and then climb onto the next block ahead.



Pull the next block out halfway and then climb onto the top of the stack of blocks. Several beams of light intersect at your location.



Use the Mirror Shield to reflect the light, aiming a beam to strike the translucent chest on the north ledge. Once the chest has materialized, use the Deku Leaf or Hookshot to reach the chest and open it for a Silver Rupee.

SEVEN-STAR ISLES (F1)



The Seven-Star Isles are a collection of small but tall rock spires that peek from the Great Sea. A few Kargorocs guard the Seven-Star Isles.

PIECE OF HEART #11 (VIA BIG OCTO #1)



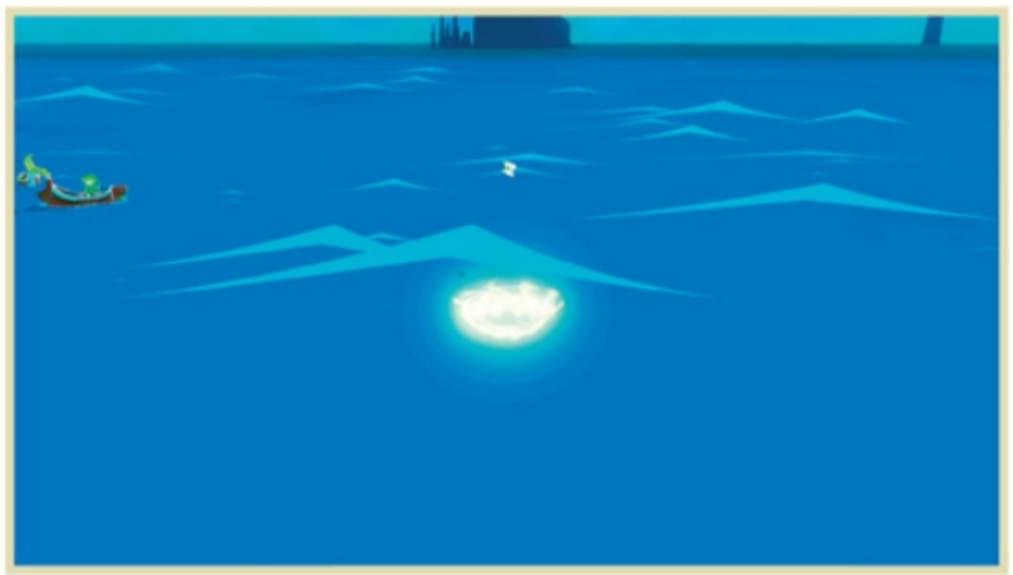
A 12-eyed Big Octo is found in this sector. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all 12 eyes turn blue, the defeated Big Octo leaves behind a ring of light, which contains a chest. Use the Grappling Hook to haul up the chest, which contains Piece of Heart #11.

TREASURE CHART #16 (VIA SEA PLATFORMS)



Sail to the trio of Sea Platforms and climb the middle Sea Platform's ladder. Defeat the first Wizzrobe that attacks you to reveal a chest there. Defeat the next Wizzrobe to reveal a chest on the north Sea Platform. Defeat the final two Wizzrobes to reveal a chest on the south Sea Platform. You can jump between the Sea Platforms to reach each chest. You find Treasure Chart #16 in one of the chests and minor rewards inside the other two.

RINGS OF LIGHT



Three rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

SILVER RUPEE (VIA TREASURE CHART #45)

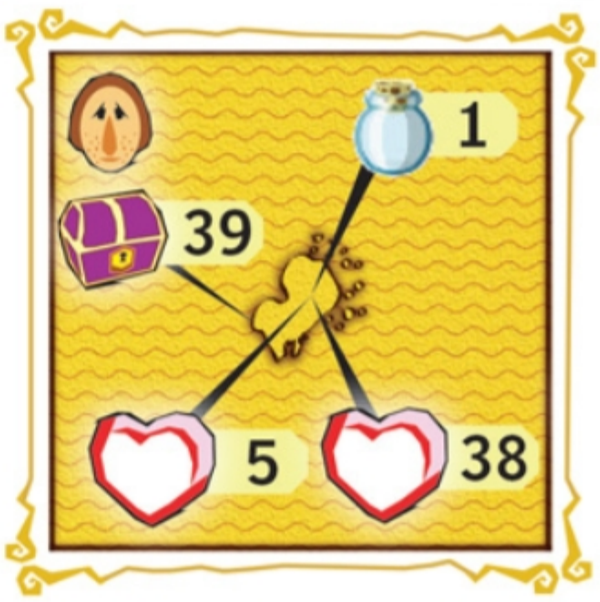


Find and open Treasure Chart #45 (received from Mrs. Marie at Windfall Island [D2] after you give her 41 Joy Pendants) to pull a chest from the Great Sea near Seven-Star Isles. The chest contains a Silver Rupee.

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DRAGON ROOST ISLAND (F2)

Dragon Roost Island is home to the Rito, a tribe of birdlike humanoids whose duty is to deliver mail to all islands of the Great Sea. Valoo, a great red dragon, also makes his home at the top of Dragon Roost Island. You access Dragon Roost Cavern dungeon from this island, and many other important plot points occur here as well.



BEEDLE'S SHOP SHIP

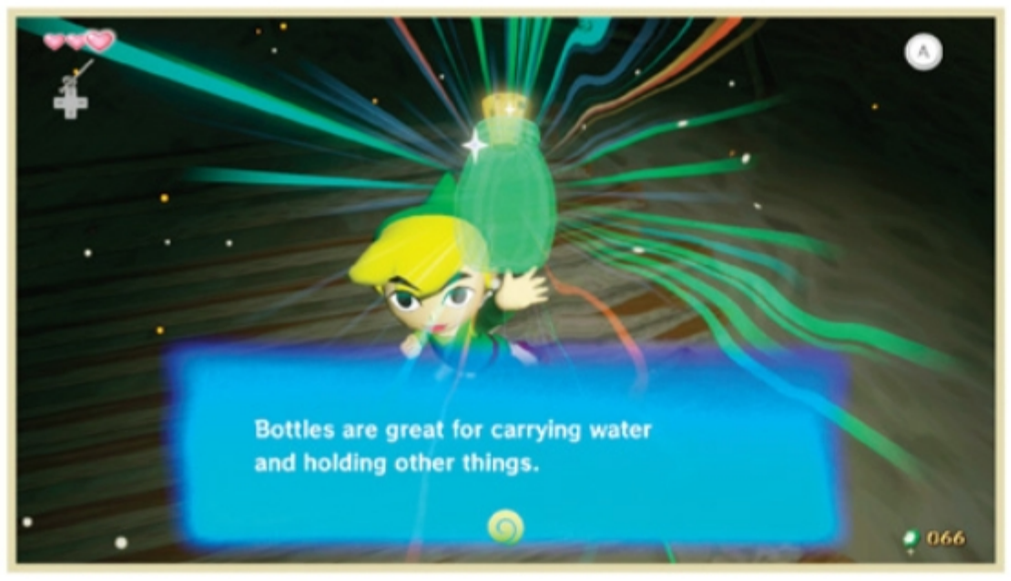


Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

WIND WAKER

You receive the magical baton, the Wind Waker, from the King of Red Lions as soon as you land on Dragon Roost Island for the first time. For more information, refer to the walkthrough.

EMPTY BOTTLE #1



Medli gives you an Empty Bottle just before she darts into the Dragon Roost Cavern. For more information, refer to the walkthrough.

GRAPPLING HOOK



Medli also gives you the Grappling Hook after you free her from her holding cell in the Dragon Roost Cavern. For more information, refer to the walkthrough.

WIND'S REQUIEM



During your first visit to Dragon Roost Island, head to the Wind Shrine on a small nearby isle. One of the Wind Shrine's two stone tablets has been broken; the other has three mysterious symbols etched into it.



Pull out the Wind Waker and play along with the symbols scribed onto the unbroken stone tablet to learn the "Wind's Requiem." This song has the power to dictate the direction of the wind. To play it, push Ⓐ, Ⓑ, Ⓑ while using the Wind Waker.

SILVER RUPEE (VIA TREASURE CHART #39)



Find and open Treasure Chart #39 (found inside the Dragon Roost Cavern dungeon at Dragon Roost Island [F2]) to pull a chest from the Great Sea near Dragon Roost Island. The chest contains a Silver Rupee.

ORANGE RUPEE



You must have the Deku Leaf to get this Orange Rupee. Walk along the inside balcony on the second floor of the Rito Aerie and exit through the second doorway.



Position yourself as shown in the screenshot, right where the Rito was standing. Use your Hero's Bow (if you've found it) to take out the Kargoroc nesting in a rock spire ahead of you. Direct the wind by conducting the "Wind's Requiem," and use the Deku Leaf to reach the top of the distant rock spire ahead to find a stone tablet. The tablet tells you to proceed forward.



Again, set the wind and use the Deku Leaf to float around the first rock spire directly ahead of you, then swing back and safely land on top of another rock spire with a second stone tablet. This tablet tells you to go left. First, use the Boomerang to take out the nearby Kargoroc.



Look to the grassy ledge to the left, then set the wind blowing in that direction with the "Wind's Requiem." Use the Deku Leaf one last time to reach the grassy ledge, and then run up the trail along the side of the cliff. Inside you find a chest containing an Orange Rupee.

To get out, push the block ahead until it falls out of the side of the cliff, then jump down.

PIECE OF HEART #5 (VIA MAIL SORTING)



Talk to Koboli, the Rito who works behind the counter at the Mail Center on the second floor of the Rito Aerie, to play the Mail Center minigame. You must sort each piece of mail into its corresponding slot in 30 seconds.



First, sort 10 envelopes in 30 seconds. Then sort 20 letters or more in the same amount of time, and you'll be given a raise. If you manage to achieve that goal, you're then asked to sort 25 letters, still in only 30 seconds. Do that and Koboli is stunned. He showers you with compliments and gives you another increase in pay.



Memorize the patterns on the mail slots so you don't even have to look at them to know where each envelope belongs. However, this is mostly a game of luck. Sometimes you get a streak of several envelopes of the same type. This gives you a much better chance of sorting out 25 letters within the 30 seconds. Just keep trying until you get lucky!

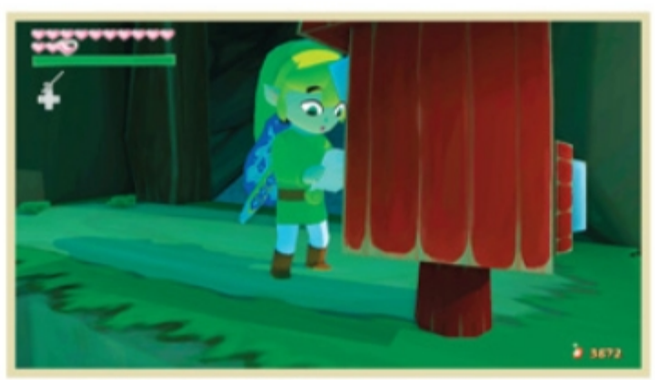
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Once you've proven your skills at letter-flicking, exit the aerie. Turn around and go back inside, and return to the Mail Center. Baito, the new part-timer, is working behind the counter.



Talk to Baito, and he tells you how much he'd love to see you sort 25 letters like you did before. Do so, and Baito is so impressed that he asks you to mail a letter to his mom for him. Drop the letter in the postbox outside, near the aerie entrance.



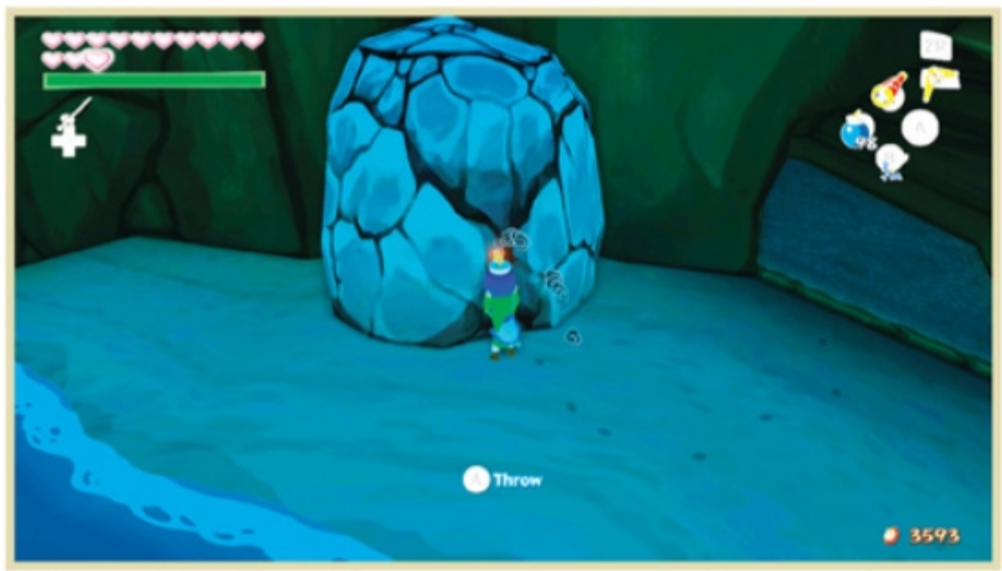
Don't worry—you have some nice rewards coming your way. For helping and impressing Baito so much, you receive two letters in the mail the next day. One letter is from Baito and one is from his mother, Kashiko. Baito's letter comes with a Red Rupee, and attached to Kashiko's letter is Piece of Heart #5. You can play the Mail Center minigame again anytime by talking to Koboli.

PIECE OF HEART #38



One of the Rito guards who stands watch on the second floor of the aerie happens to have a girlfriend who adores Golden Feathers. As soon as you've collected 20 or more Golden Feathers, show them to the Rito guard. He's more than happy to take 20 off your hands and gives you an Orange Rupee in return. Check any postbox the next day to find a letter from his extremely grateful girlfriend. Attached to the letter you find Piece of Heart #38.

PURPLE RUPEE (VIA SECRET CAVE)



Head to the Wind Shrine on a small isle near Dragon Roost Island, and look for a large, gray boulder on the beach. Bomb the boulder to reveal a hole leading into a Secret Cave. Drop into the hole and enter the cavern.



This Secret Cave isn't too difficult. Enter each room and defeat every enemy you find (mostly ChuChus). A torch above each door lights as you clear out the room. When all four torches are lit, a final door unseals. Enter it to find a chest containing a Purple Rupee.

SILVER RUPEE



A curious sign near the Bomb Plants outside Dragon Roost Island shows an arrow pointing upward. Look at the side of the cliff to discover the sign's significance: A long line of Bomb Flowers grows from the side of the cliff high above you, and they seem to be leading straight up to a gray boulder.



Using the Hero's Bow, fire an arrow at the first Bomb Flower in line. The Bomb Flower flashes for a second before exploding, setting off a chain reaction that destroys the gray boulder. A chest drops from the sky and lands near the sign—it must have been sitting on top of the boulder! Open the chest to find a valuable Silver Rupee.

FIRE MOUNTAIN (F_3)



Fire Mountain resembles a large, active volcano. You can't traverse this island until you first cool the lava pouring from its top with an Ice Arrow. This requires the Fire/Ice Arrow upgrade for the Hero's Bow.

SEA PLATFORM



Sail to the single Sea Platform and destroy all its cannons to reveal a chest. Climb the ladder to reach the chest, and find a second chest. Both chests contain minor rewards.

SILVER RUPEE (VIA TREASURE CHART #37)



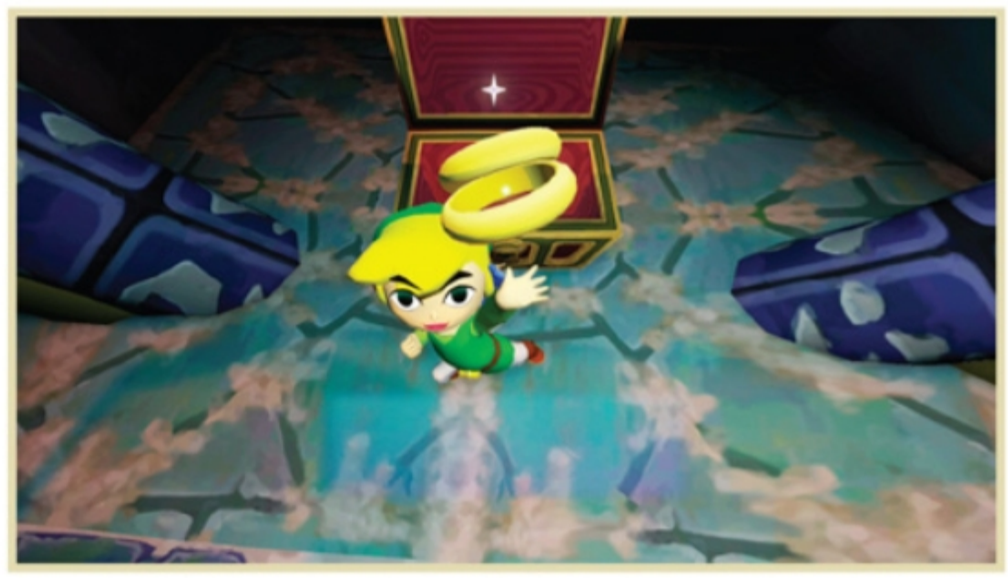
Find and open Treasure Chart #37 (inside the Secret Cave at Rock Spire Isle [B3]) to pull a chest from the Great Sea near Fire Mountain. The chest contains a Silver Rupee.

ORANGE RUPEE (VIA BIG OCTO #4)



An eight-eyed Big Octo is found in this sector. Sail toward the flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all eight eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

POWER BRACELETS (VIA SECRET CAVE)



To enter Fire Mountain's Secret Cave and get the Power Bracelets, first shoot an Ice Arrow into the tall column of fire erupting from the top of the island. This deactivates the volcano for five minutes. Hurry and climb to the top of the island, then drop into the hole there to enter a Secret Cave where the Power Bracelets are kept. For more information, refer to the walkthrough (p. 192).

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EASTERN TRIANGLE ISLAND (F4)



This small, triangular island features one of the three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

SILVER RUPEE (VIA TREASURE CHART #34)



Find and open Treasure Chart #34 (which is given to you by the Salvage Corp. the first time you sail up and talk to them) to pull a chest from the Great Sea near Eastern Triangle Island. The chest contains a Silver Rupee.

BOMB ISLAND (F5)



From a bird's-eye view, Bomb Island does indeed resemble a bomb. It's circular, with a narrow, curved path winding to the northeast that looks like a fuse from above. One of the three Traveling Merchants appears on Bomb Island after you begin the trading quest at Windfall Island (D2).

NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the right half of the moon is dark.

EMPTY BOTTLE #2 (VIA SUBMARINE)



The submarine in this sector has a handy Empty Bottle. Sail to the submarine, then climb onto it and enter the doorway leading inside.



Face three Bokoblins and a few Rats. Defeat the Bokoblins to reveal a chest on the ground containing an Empty Bottle. You don't have to defeat all the Rats to reveal the chest, but they'll steal your Rupees if you don't watch out for them!

SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. Defeat the enemies to reveal a chest, which contains a minor reward.

PIECE OF HEART #24 (VIA SECRET CAVE)



If you've found the Bombs item, you can use a bomb to destroy the large boulder on top of Bomb Island, revealing a hole. Drop into the hole to enter a lava-filled Secret Cave.



This Secret Cave is made up of two rooms. In the first, unseal the north door by stunning a nearby Magtail. Pick it up and place it on the pressure switch on the floor. To stun a Magtail, wait until it's about to strike at you and then attack it with Ⓑ. The Magtail curls into a ball.



With the door unsealed, proceed into the next room. This second room is similar to the first, but much more dangerous. Walk down the extremely narrow pathway to the door's left, taking care not to fall into any lava. Step on the switch at the end. Two rings of fire that were blocking the north pathway disappear.



Carefully make your way back along the narrow pathway. With the fire extinguished, you can proceed up the second pathway to the north. This takes you to a wider area, where two more Magtails crawl about. Each side of the area has a ring of fire, and a short distance up a pathway to the north is a chest surrounded by fire.



Stun either Magtail, pick it up, and throw it into one of the two rings of fire. It may take a few tries before the Magtail lands on the switch in the center. Repeat this process with the other ring of fire. Once you've activated both switches, the fires vanish, allowing you to reach the chest to the north. Open the chest to collect Piece of Heart #24.

PIECE OF HEART #39 (VIA TREASURE CHART #20)



Find and open Treasure Chart #20 (found inside the Earth Temple dungeon at Headstone Island [C7]) to pull a chest from the Great Sea near Bomb Island. The chest contains Piece of Heart #39.

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FOREST HAVEN (F6)

The giant Forest Haven is the home of the Great Deku Tree, the wise and ancient spirit of the forest, and his children, the Koroks. There are many things for you to see and do here. The Forbidden Woods dungeon is located right next to Forest Haven.



BEEDLE'S SHOP SHIP



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

DEKU LEAF



The Deku Leaf is on a high branch of the Great Deku Tree. Refer to the walkthrough for more information (p. 112).

BOOMERANG



The Boomerang is found inside the Forbidden Woods dungeon, just to the west of Forest Haven. Refer to the walkthrough for more information (p. 121).

HOLLO'S FOREST POTION SHOP



After you clear the Forbidden Woods dungeon, you can enter Hollo's Forest Potion Shop in a separate cave inside Forest Haven. Hollo makes Blue Potions for you if you give him four Boko Baba Seeds and have an Empty Bottle on hand. This is a great source of Blue Potions, because Boko Baba Seeds are easily found all over the Forest Haven (use the Grappling Hook to snatch them from the plentiful Boko Baba enemies).

TREASURE CHART #3



Once you have the Deku Leaf, you can obtain this Treasure Chart. Use the Baba Buds found inside Forest Haven to make your way up to the highest ledge along the area's outside wall. Reaching the highest ledge requires a couple of fearless jumps and glides, but nothing too strenuous.



Exit Forest Haven from the highest ledge. A short cutscene shows a circular isle far below you with a chest sitting on top of it. Change the direction of the wind if necessary and use the Deku Leaf to float down to the circular isle. This is an easy jump if you change the camera angle so you can see your shadow as you glide. Drop from the sky as soon as your shadow appears on top of the isle, and then open the chest to find Treasure Chart #3.

FOREST FIREFLY



If you bring Lenzo a Forest Firefly, he'll reward you with a Joy Pendant. Forest Fireflies are located only inside Forest Haven. They look like the other fireflies in the area, except they are slightly larger and give off a multicolored glow. They're easy to spot, and to capture one, just scoop it into a bottle.

PIECE OF HEART #34 (VIA TREASURE CHART #31)



Find and open Treasure Chart #31 (found at Windfall Island [D2]) to pull a chest from the Great Sea near Forest Haven. The chest contains Piece of Heart #34.

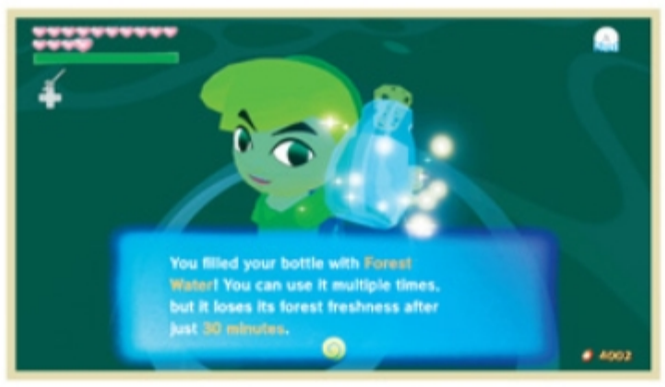
PIECE OF HEART #40



During the cutscene that runs after you clear the Forbidden Woods dungeon and return Makar to Forest Haven, eight Koroks leave the sanctity of the Great Deku Tree's lair to plant new Deku Trees on eight islands across the Great Sea. Something has happened to the newly planted Deku Trees, however—they're withering away for some unknown reason. Help the Withered Deku Trees to get Piece of Heart #40.



You need an Empty Bottle and the "Ballad of Gales" warping song. Talk to the Great Deku Tree, who explains the entire situation to you. He also marks the locations of the eight Withered Deku Trees on your Sea Chart. They appear as faint Deku Leaf symbols. Now all you need is some Forest Water!



Fill your bottle in the Forest Haven with Forest Water, a potent brew with the power to revive Deku Trees. You can fill only one bottle, but it holds an unlimited amount of Forest Water. Forest Water turns into ordinary water just 30 minutes after you bottle it, so you must race to water all eight Withered Deku Trees before that time passes.



Here's our strategy for watering the eight Withered Deku Trees. On our first attempt, we watered all eight with more than 5 minutes to spare.

1. **Cliff Plateau Isles (G6)**: Sail directly east from Forest Haven. Enter the Secret Cave at Cliff Plateau Isles, and use the cavern's alternate exit to reach the Withered Deku Tree on top of the largest isle.
2. **Shark Island (C6)**: Warp to Southern Fairy Island (D6) and then sail west.
3. **Greatfish Isle (B4)**: Warp directly to Greatfish Isle and run up the southeast isle's corkscrew pathway to reach the Withered Deku Tree at the top.
4. **Needle Rock Isle (A5)**: Sail directly southwest from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.
5. **Private Oasis (E5)**: Warp to the Tower of the Gods (E4) and sail south.
6. **Eastern Fairy Island (E3)**: Warp back to the Tower of the Gods (E4) and sail north.
7. **Mother & Child Isles (B2)**: Warp to Tingle Island (C3) and sail northwest (do not warp directly to sector B2). The Withered Deku Tree is on top of the Child Isle.
8. **Star Island (B1)**: Sail directly north after you finish watering the Withered Deku Tree on Child Isle.

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Whatever watering strategy you use, the eighth Withered Deku Tree instantly grows several feet taller after you water it, becoming healthy and strong. As thanks for your help, you get Piece of Heart #40. If you didn't make it to every Withered Deku Tree in time, you can always try again!



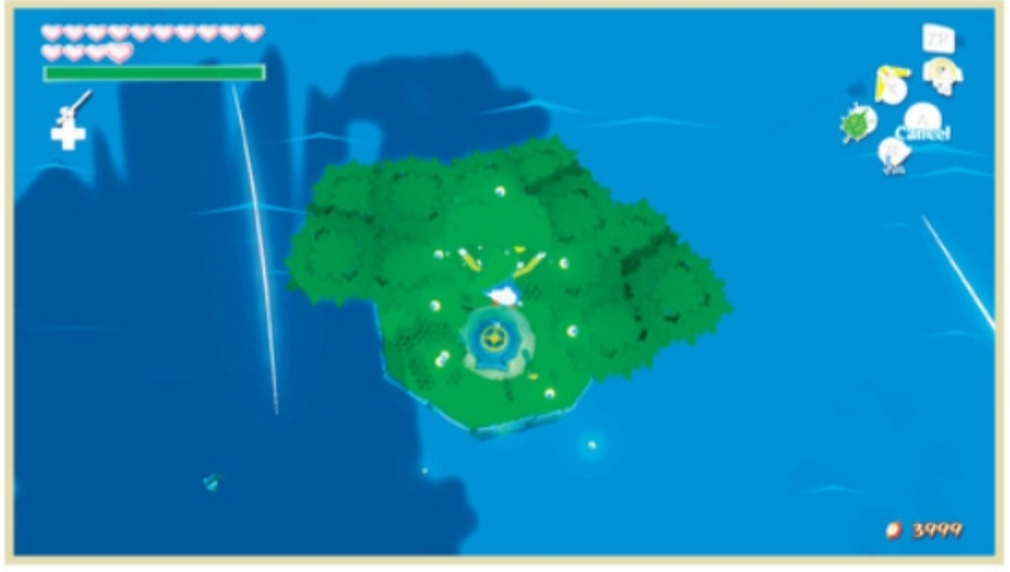
NINTENDO GALLERY



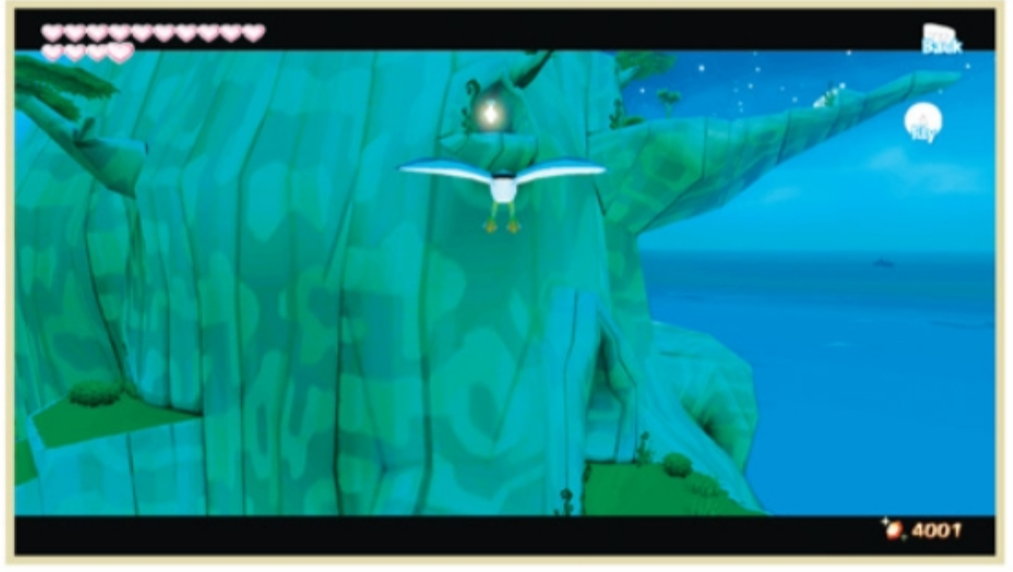
After you acquire the Deku Leaf, you can reach the small (but tall) circular isle just north of Forest Haven, where the Nintendo Gallery is located. Use the Baba Buds found in Forest Haven to reach the second- highest ledge on the outside wall, then exit Forest Haven through the doorway on the ledge.



Talk to Manny, who is standing next to a huge metal hatch. He tells you that activating a distant switch opens the hatch. Use your telescope to examine the side of Forest Haven in the distance and spot a white, diamond-shaped switch in a small recess.



A short cutscene shows a glimpse of the small north isle where the entrance to the Nintendo Gallery is located. Use the Deku Leaf to glide down onto the circular isle, rotating the camera so that you can see your shadow below. Drop out of the air when the Deku Leaf symbol touches the top of the isle to make sure you don't miss it.



The switch is too far away to activate by conventional means. Instead, use a Hyoi Pear to take control of a nearby seagull. Fly the seagull directly into the diamond-shaped switch, and the metal hatch opens. Now you can enter the Nintendo Gallery!

Drop into the hole beneath the metal hatch and you appear in the main area of the Nintendo Gallery. Talk to Carlov, the man behind the counter, to learn about becoming a member of the Nintendo Gallery. To become an official member, show Carlov a well-taken, full-color pictograph of just about any creature or character in the game. Carlov then uses the pictograph to make a cool-looking figurine. Refer to "Nintendo Gallery" in the "Legendary Checklist" section for more information, as well as a complete list of every pictograph you need to take to complete your figurine collection.



BOATING COURSE (F7)



On the Boating Course, you can play the fun and rewarding "Boating Course" minigame. The handy Submarine Chart is inside a Secret Cave here.

BOATING COURSE MINIGAME



Talk to Loot, the sailor who runs the Boating Course, to play the "Boating Course" minigame. It costs 30 Rupees to play, but you can make up to 150 Rupees if you collect every one that you see as you sail around the course.



Each time you win the minigame, 10 seconds are chopped off your time limit on the next race. For example, after you win it once, you have only 3 minutes and 50 seconds for the second attempt. On your third attempt, you have only 3 minutes and 40 seconds, and so on. It's possible to collect all 150 Rupees in one lap (or the vast majority of them, at least), so you can build up quite a stack of Rupees by playing this minigame.



If you don't cross the finish line before the 4-minute time limit expires, you can't keep any of the Rupees you collected during the minigame. Four minutes is time enough to make two laps, so you can afford to miss a few Rupees on your first lap. To make a second lap without crossing the finish line, steer sharply to the left as you approach the banner at the end of the course.



Jump over the upright barrels to collect their Rupees. Sail right over the sideways barrels. Make sharp turns by jumping and steering in the desired direction while airborne.

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BLUE CHUCHU



Use the Deku Leaf to reach a smaller island on the other side of the Boating Course's finish-line banner. Jump from the highest point on the main island of the Boating Course and glide to the smaller island. Defeat a Blue ChuChu there for a Blue Chu Jelly.

SUBMARINE CHART (VIA SECRET CAVE)



Use the Deku Leaf to reach the smaller island on the other side of the Boating Course's finish-line banner. Drop into a hole on the ground there to enter a Secret Cave.



Inside are three white, diamond-shaped switches, one on top of each elevated ledge. Activate all three to reveal the chest that contains the Submarine Chart. You're under constant attack by Miniblins, which makes activating the switches quite a chore. Use the Boomerang and lock on to each switch after you defeat a wave of Miniblins.

SEA HEARTS CHART (VIA TREASURE CHART #32)



Find and open Treasure Chart #32 (found at the Three-Eye Reef [A4]) to pull a chest from the Great Sea near the Boating Course. The chest contains the Sea Hearts Chart, which reveals the locations of every Treasure Chart that leads to a Piece of Heart on the Great Sea.



OVERLOOK ISLAND (G1)



Because Overlook Island sits several feet up from the Great Sea, you need the Hookshot to reach its top. Watch out for a pair of Warships that patrol the waters around the island.

SECRET CAVE CHART (VIA TREASURE CHART #13)



Find and open Treasure Chart #13 (found at the Two-Eye Reef [D7]) to pull a chest from the Great Sea near Overlook Island. The chest contains the Secret Cave Chart.

BLUE CHUCHU



When you have the Hookshot, you can latch on to the palm trees on top of the island and cross to the other side. Defeat the Blue ChuChu on the second ledge for a Blue Chu Jelly.

TRIFORCE SHARD #6 (VIA SECRET CAVE)



When you have the Hookshot, you can latch on to the palm trees on top of the island and cross to the other side, where you find a hole in the ground. Drop into the hole to enter this island's (via Secret Cave).



Enter each room and defeat all the enemies. Once you clear a room and return to the main chamber, the torch above the room lights up. Light all four torches to unseal the final door, then play the "Wind's Requiem" at the Wind Crest to reveal a chest containing Triforce Shard #6. For more information, refer to the walkthrough (p. 239).

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FLIGHT CONTROL PLATFORM (G2)

The Flight Control Platform is the site of the Rito Tribe Bird-Man Contest, a minigame that tests your ability to glide with the Deku Leaf. Until you have the Deku Leaf and Magic Meter upgrade, you can't do much at the Flight Control Platform.



PLATFORM CHART (VIA SUBMARINE #3)



The Platform Chart reveals the locations of all Sea Platforms across the Great Sea, and it's stashed inside this sector's submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside.



Everything is dark until you step on a pressure switch on the floor. The sub's torches light, and several enemies attack you. Defeat all of the Wizzrobes, ChuChus, and Miniblins to make a ladder drop from the ceiling. Climb the ladder to reach a treasure chest, which contains the Platform Chart.

PIECE OF HEART #10 (VIA BIRD-MAN CONTEST)



In the Bird-Man Contest, a fun and challenging minigame, you must use the Deku Leaf to glide as far as possible. It costs 10 Rupees to play, but the prize makes the price seem trivial.



A long, roped-off area extends from the launch deck of the Flight Control Platform. At the end of the area is a banner marking the record- setting distance that the Bird-Man Contest's "Great and Talented Champion" glided to. If you make it past the banner, you become the new champion.



Because gliding with the Deku Leaf constantly drains your Magic Bar, you don't stand a chance without a Magic Bar upgrade from the Great Fairy in sector D7. Use updrafts to give yourself the extra altitude needed to make the long glide to the banner.



Before you rush off the Flight Control Platform's takeoff ramp, study the movements of the updrafts. If you time it just right, you can jump and glide straight toward the distant banner, catching an updraft or two along the way. If your timing is off, you waste time and momentum attempting to steer into an updraft.



With excellent time, you easily cross the banner at the other side of the roped-in area. For beating the previously untouchable record, you get Piece of Heart #10. You can play the Bird-Man Contest minigame as many times as you like. Each time you set a new record, you get a Purple Rupee prize.

ISLAND HEARTS CHART (VIA TREASURE CHART #19)



Find and open Treasure Chart #19 (found at the Four-Eye Reef [A2]) to pull a chest from the Great Sea near the Flight Control Platform. The chest contains the Island Hearts Chart, which reveals the locations of all Pieces of Heart that are not found by using Treasure Charts.

STAR BELT ARCHIPELAGO (G3)



The Star Belt Archipelago resembles a familiar star constellation when viewed from above. It's little more than a collection of rock spires jutting from the water.

NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the left half of the moon is dark.

SEA PLATFORM



Sail to the single Sea Platform and climb its ladder. A chest sitting up here contains a minor reward.

RINGS OF LIGHT



Two rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee from one and a Purple Rupee from the other.

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SILVER RUPEE (VIA TREASURE CHART #27)



Find and open Treasure Chart #27 (found at the Private Oasis [E5]) to pull a chest from the Great Sea near the Star Belt Archipelago. The chest contains a Silver Rupee.

THORNED FAIRY ISLAND (G4)

This small, heart-shaped island has a Great Fairy. Use the Skull Hammer to enter the Fairy Fountain inside the large conch shell.

BLUE CHUCHU



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

SEA PLATFORMS



Sail to the pair of Sea Platforms. Destroy all the cannons on the only Sea Platform that has them to reveal a chest. Climb that Sea Platform's ladder and open the chest for a minor reward. Direct the wind west with the "Wind's Requiem" and use the Deku Leaf to glide to the second Sea Platform. Defeat the enemies there to reveal a chest, which also contains a minor reward.



ARROW UPGRADE (VIA GREAT FAIRY #8)



Use the Skull Hammer to pound down three nearby pegs and remove a wall of thorns blocking the way into the large conch shell. Drop into the hole inside the shell to enter a Fairy Fountain with a Great Fairy. This Great Fairy upgrades your arrow-carrying capacity and invites you to return any time to replenish your Life Gauge.

PIECE OF HEART #41 (VIA TREASURE CHART #5)



Find and open Treasure Chart #5 (which is found inside the Wind Temple dungeon at Gale Isle [D1]) to pull a chest from the Great Sea near Thorned Fairy Island. The chest contains Piece of Heart #41.

BIRD'S PEAK ROCK (G5)



Bird's Peak Rock is divided into two isles—one covered in grass that you can walk onto and another a short distance away that's made of several pillars of rock. Many Kargorocs make their nests in the high peaks of the second isle.

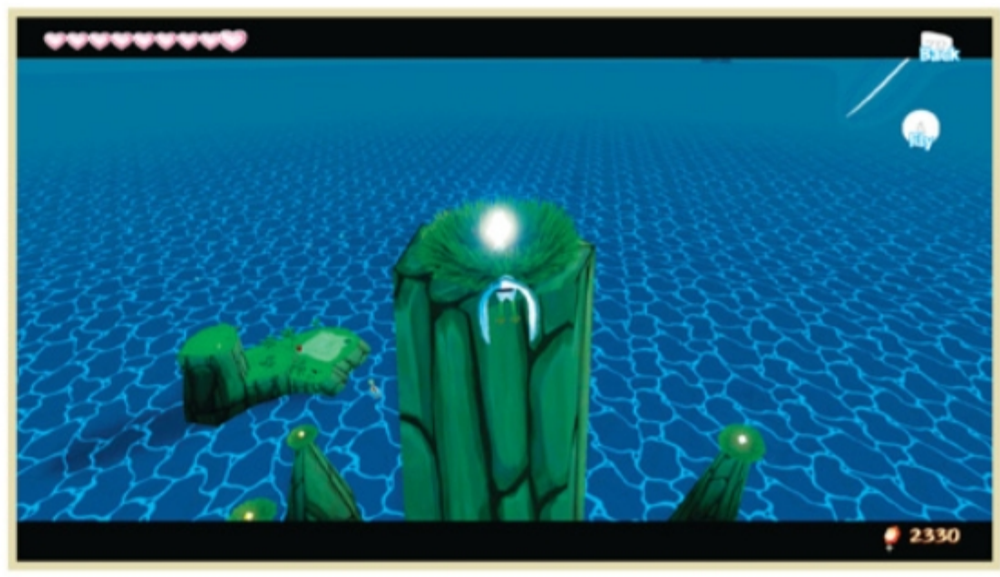
BLUE CHUCHU



Find a wooden peg sticking out of the wall above the steel door on the island. Use the Grappling Hook to latch onto the peg, then pull yourself up to a tiny area above the steel door. Defeat the Blue ChuChu there for a Blue Chu Jelly.



TRIFORCE CHART #2 (VIA SECRET CAVE)



To get this Triforce Chart, you must open the steel door on the grassy isle. Do this by activating each of the white, diamond-shaped switches in the Kargoroc's nests atop the pillars of rock in the distance.



Start by pulling out the Hero's Bow and picking off most of the Kargorocs nesting on top of the rock pillars. Once you've dealt with them, use a Hyoi Pear to take control of a seagull and fly into each switch. The steel door opens when all are activated. Drop into the hole just beyond the steel door and acquire Triforce Chart #2 from the Secret Cave below. For more information, refer to the walkthrough (p. 230).

SILVER RUPEE (VIA TREASURE CHART #36)



Find and open Treasure Chart #36 (found at Ice Ring Isle [E6]) to pull a chest from the Great Sea near Bird's Peak Rock. The chest contains a Silver Rupee.

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CLIFF PLATEAU ISLES (G6)

The Cliff Plateau Isles comprise a tight cluster of smaller isles grouped around a slightly larger one. You can't reach the top of the larger isle without traveling through a Secret Cave. Enter it via the hole on one of the smaller isles.



NOTE

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

SEA PLATFORM

Sail to the single Sea Platform and climb its ladder. A chest sitting on top contains a minor reward.



TREASURE CHART #25 (VIA SECRET CAVE)



The only way to traverse the Cliff Plateau Isles and reach the largest isle is through the Secret Cave that you enter via the hole on one of the smaller isles. Start by walking up the slope of the first of the four smaller isles, then hop across each one until you come to the Secret Cave entry. Fall into the hole to enter it.



This cavern has a few obstacles for you to overcome before you can reach the other side. First, manipulate the circular platforms so you can cross them and reach the higher area of the cavern. Use the Deku Leaf to spin the platforms or to glide across them.



Once past the circular platforms, make your way around a wall of thorns that sprouts from the ground when you get close. Move slowly to avoid charging into them. Defeat the Boko Baba near the two tree stumps. It leaves a Baba Bud behind. Use the Baba Bud to reach the flat tops of two nearby tree stumps, and then carefully hang and drop to the chest below. Open the chest to get a Joy Pendant.



Use the Deku Leaf to glide from the closest tree stump to the ledge. Walk into the shaft of light, and you appear on top of the largest Cliff Plateau Isle.

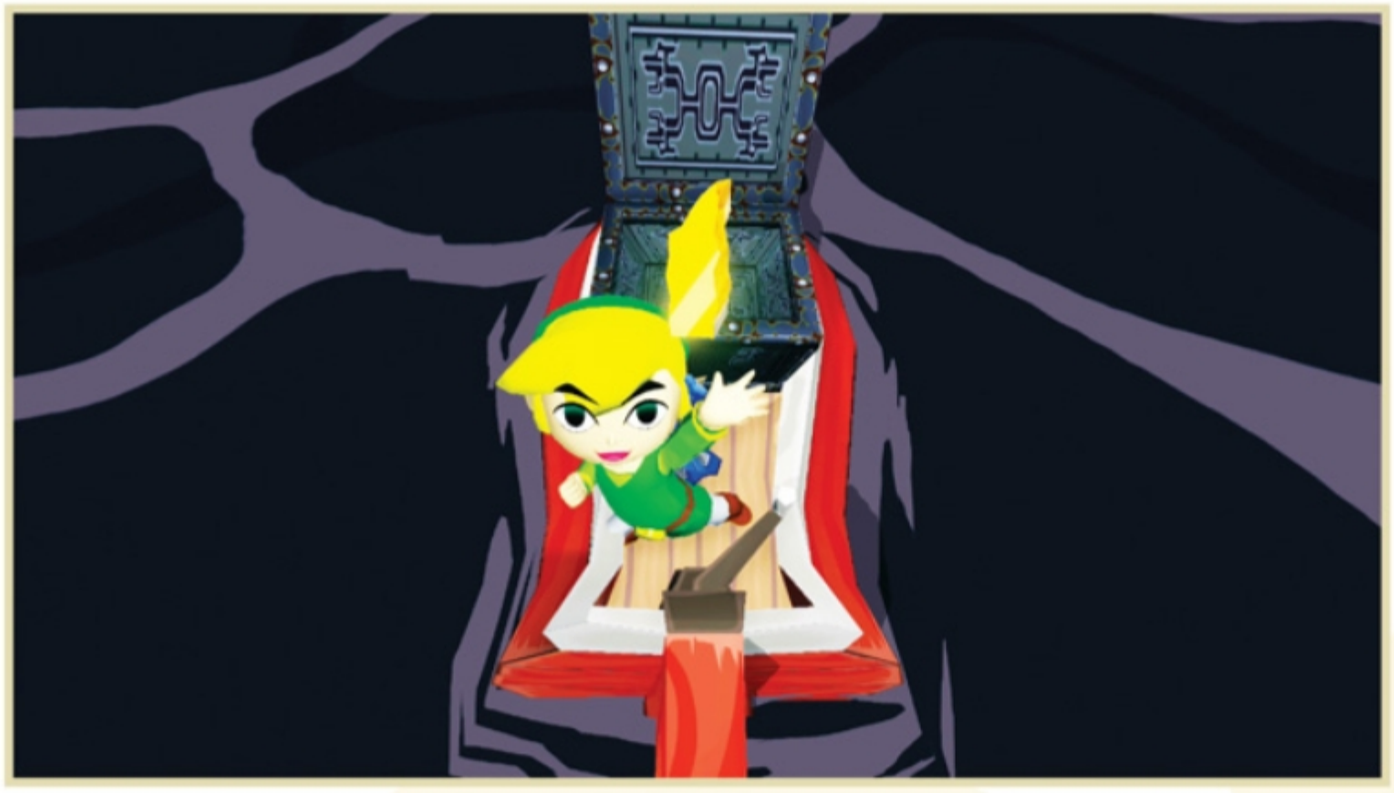


Once you open the chest, several (but not all) of the walls of thorns disappear, allowing you access to the Deku Pod again. Use this to reach the tops of the tree stumps, and then look for a wooden gate nearby. Use a Fire Arrow to burn away the wooden gate, revealing a ledge and an alternate exit from this Secret Cave.



Here you find a Blue ChuChu, a Withered Deku Tree, and a chest containing Treasure Chart #25. You must travel through this Secret Cave again to water the eight Withered Deku Trees.

TRIFORCE SHARD #8 (VIA TRIFORCE CHART #3)



After you find, open, and pay Tingle 398 Rupees to decipher Triforce Chart #3 (found in the wreckage of the golden Warship near Needle Rock Isle [A5]), you can pull a chest from the Great Sea near the Cliff Plateau Isles. The chest contains Triforce Shard #8.

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FIVE-STAR ISLES (G7)

The Five-Star Isles are little more than a collection of rock spires poking through the surface of the Great Sea. Several Kargorocs closely guard the spires, waiting to swoop down and attack unwary passersby.



NOTE

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the crescent moon faces down (right crescent).

PIECE OF HEART #6 (VIA SUBMARINE)



Piece of Heart #6 is inside a submarine in this sector. Sail to the submarine, and notice a chest on a raft next to it. Open the chest for a Red Rupee, then swim onto the submarine and enter the doorway leading inside.



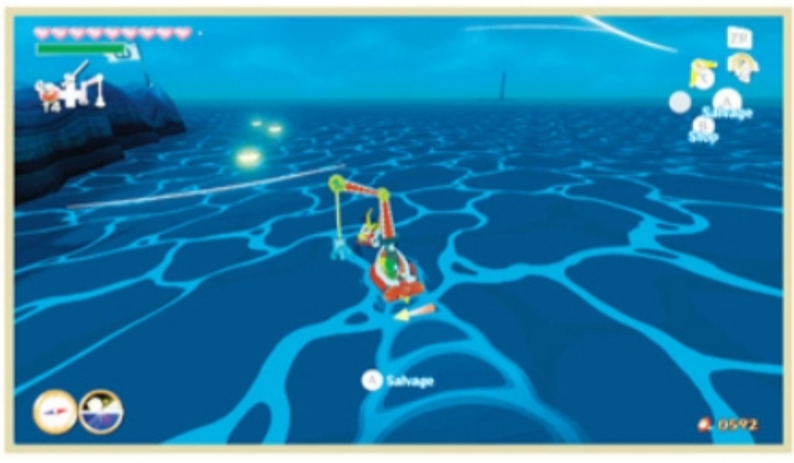
You face a few Bokoblins and Keese. Defeat the enemies, and a ladder drops from the ceiling of the submarine. Climb the ladder and open the chest above to claim Piece of Heart #6.

SEA PLATFORM



Sail to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder and open the chest, which contains a minor reward.

RINGS OF LIGHT



Three rings of light around this island appear only under the light of a full moon. Each contains a chest with a Red Rupee. When you see the rings of light, use the Grappling Hook to pull up the chests.

PIECE OF HEART #35 (VIA TREASURE CHART #33)

Find and open Treasure Chart #33 (found at Windfall Island [D2]) to pull a chest from the Great Sea near the Five-Star Isles. The chest contains Piece of Heart #35.





LEGENDARY CHECKLIST

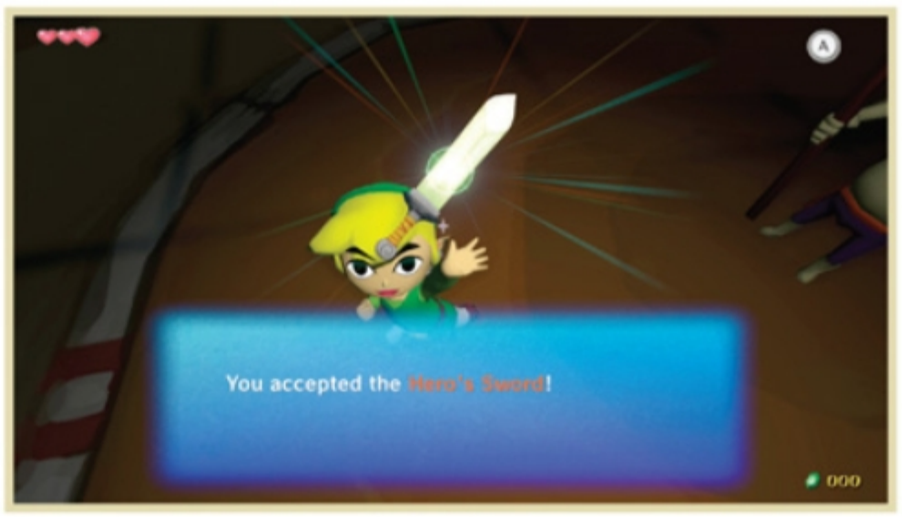
LEGENDARY CHECKLIST

With so many things to see and do in *The Legend of Zelda: The Wind Waker HD*, you need a Legendary Checklist to keep track of what you've accomplished...and here it is! Use the following checklists to mark off each item you find and every goal you achieve as you progress through the game.

These checklists are only intended help you keep track of your progress through the game. For detailed information on anything you see on the lists, refer to the walkthrough or the "Islands of the Great Sea" chapters of this guide.

QUEST ITEMS

You acquire many items during Link's adventure. Some are crucial and must be acquired to complete the game, while others are used mainly for side quests. The following table lists all of the game's major quest items in alphabetical order.



QUEST ITEMS

GOT IT?	NAME	LOCATION	COMMENTS
✓	Bait Bag	Beedle's Shop Ship (varies)	Sold by Beedle.
✓	Boat's Sail	Windfall Island (D2)	Purchase from Zunari after freeing Tingle from jail (p. 81).
✓	Bombs	Pirate's Ship (D2)	Obtain from the Pirate Ship during the search for Nayru's Pearl (p. 141).
✓	Boomerang	Forbidden Woods dungeon (F6)	Found in the dungeon (p. 121).
✓	Deku Leaf	Forest Haven (F6)	Given to Link by the Deku Tree (p. 112).
✓	Delivery Bag	Dragon Roost Island (F2)	Given to Link by Quill (p. 89).
✓	Deluxe Picto Box	Windfall Island (D2)	Show the Picto Box to Lenzo and complete his three special assignments (p. 293).
✓	Din's Pearl	Dragon Roost Island (F2)	Given to Link by Komali after clearing Dragon Roost Cavern (p. 105).
✓	Farore's Pearl	Forest Haven (F6)	Given to Link by the Deku Tree after clearing the Forbidden Woods (p. 127).
✓	Grappling Hook	Dragon Roost Cavern dungeon (F2)	Given to Link by Medli inside the dungeon (p. 100).
✓	Hero's Bow	Tower of the Gods (E4)	Found in the dungeon (p. 158).
✓	Hero's Charm	Windfall Island (D2)	Reward for clearing the Savage Labyrinth (all 50 floors) at Outset Island (B7) (p. 235).
✓	Hero's Shield	Outset Island (B7)	Given to Link by Link's grandma early in the adventure (p. 68).
✓	Hero's Sword	Outset Island (B7)	Given to Link by Orca early in the adventure (p. 66).
✓	Hookshot	Wind Temple dungeon (D1)	Found in the dungeon (p. 222).
✓	Iron Boots	Ice Ring Isle (E6)	Found in the isle's Secret Cave (unfreeze the isle with a Fire Arrow) (p. 214).
✓	Magic Armor	Windfall Island (D2)	Given to Link by Zunari as a reward for completing the trading quest (p. 296).
✓	Master Sword	Tower of the Gods (E4)	Found in ancient Hyrule (p. 168).
✓	Mirror Shield	Earth Temple dungeon (C7)	Found in the dungeon (p. 202).
✓	Nayru's Pearl	Outset Island (B7)	Given to Link by Jabun (p. 145).
✓	Picto Box	Windfall Island (D2)	Enter the crawl space inside Tingle's jail cell and crawl to a secret chamber (p. 292).
✓	Pirate's Charm Stone	Pirate Ship	Given to Link by Tetra (p. 73).
✓	Power Bracelets	Fire Mountain (F3)	Found in the island's Secret Cave (quell the flames with an Ice Arrow) (p. 121).
✓	Skull Hammer	Forsaken Fortress (A1)	Found in the dungeon during the second visit (p. 175).
✓	Spoils Bag	Pirate Ship	Given to Link by Niko upon completion of his rope-swinging challenge (p. 71).
✓	Swift Sail	Windfall Island (D2)	Can be won at an auction (visit the Auction House at night) (p. 134).
✓	Telescope	Outset Island (B7)	Given to Link by Aryll early in the adventure (p. 65).
✓	Triforce Shards	Varies	Seek the eight Triforce Shards to reassemble the Triforce of Courage (p. 229).
✓	Wind Waker	Dragon Roost Island (F2)	Given to Link by the King of Red Lions (p. 87).

SONGS



After you acquire the Wind Waker, you can conduct magical songs to aid you in your quest. You must learn a song before you can use it. You can learn six songs, one of which is optional—the "Song of Passing." As you learn each song, check it of on the following table, which lists them in alphabetical order.

SONGS

GOT IT?	NAME	COMMANDS	EFFECT	WHERE IT'S LEARNED
✓	Ballad of Gales	Hold ◀L for 4/4 tempo, then play ▼R, ▶R, ◀R, ▲R	Warping song	Learn it from Cyclos (god of winds) after hitting him with three arrows; location varies (p. 170).
✓	Command Melody	Hold ◀L for 4/4 tempo, then play ◀R, ▲R, ▶R, ▲R	Control song	Learn it in the Tower of the Gods dungeon (E4) (p. 157).
✓	Earth God's Lyric	Hold ▶L for 6/4 tempo, then play ▼R, ▼R, ▲R, ▶R, ◀R, ▲R	Used inside the Earth Temple dungeon (C7)	Learn it from the stone tablet in the cave at Headstone Island (C7) (p. 194).
✓	Song of Passing	▶R, ◀R, ▼R	Turns day to night and night to day	Learn it from Tott at Windfall Island (D2) (p. 185).
✓	Wind God's Aria	Hold ▶L for 6/4 tempo, then play ▲R, ▲R, ▼R, ▶R, ◀R, ▶R	Used inside the Wind Temple dungeon (D1)	Learn it from the stone tablet in the cave at Gale Isle (D1) (p. 185).
✓	Wind's Requiem	▲R, ◀R, ▶R	Changes the direction of the wind	Learn it at the Wind Shrine of Dragon Roost Island (F2) (p. 87).

PIECES OF HEART



Pieces of Heart are precious collectibles. Each time you find four Pieces of Heart, Link's Life Gauge is extended by one Heart Container. There are 44 Pieces of Heart to collect in all, letting you add 11 Heart Containers to the Life Gauge.



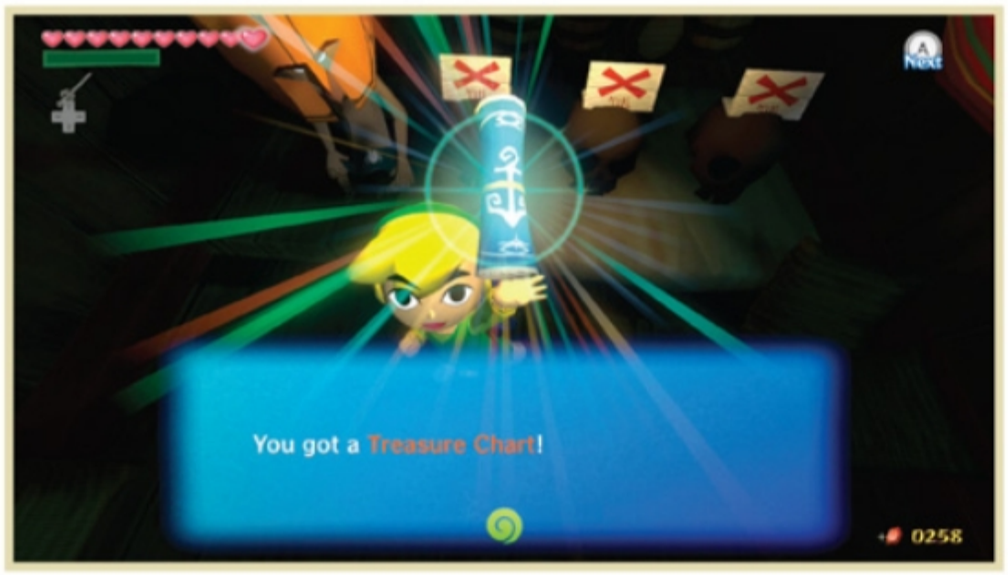
Pieces of Heart are found in many ways. Some are earned by completing certain tasks, minigames, and side quests. Others are found in hard-to-reach places or by using Treasure Charts. The following table lists each Piece of Heart and its location. Each is numbered according to the order in which we cover them in the walkthrough (e.g., you can collect Piece of Heart #1 long before you can get #44). For more information on how to collect each Piece of Heart, see the "Walkthrough" or "Islands of the Great Sea" chapters of this guide.



PIECES OF HEART

GOT IT?	NEW PIECE #	LOCATION	COMMENTS
✓	1	Forsaken Fortress (A1)	It's in a chest inside the Forsaken Fortress (p. 75).
✓	2	Windfall Island (D2)	Get this by catching all four Killer Bees (beating them at hide-and-seek) (p. 82).
✓	3	Windfall Island (D2)	You get it the first time you win the "Squid Hunt" minigame, no high score (p. 83).
✓	4	Pawprint Isle (E2)	It's in the island's Secret Cave that you enter by crawling into the dome (p. 107).
✓	5	Dragon Roost Island (F2)	It's attached to a letter from Baito's mother after you complete the "Mail Center" minigame (p. 108).
✓	6	Five-Star Isles (G7)	Get it from the submarine found in this sector (p. 130).
✓	7	Any postbox	It's attached to a letter from the Rito Chieftain for helping his son Komali (p. 130).
✓	8	Angular Isles (E7)	It's in the chest at the top of the movable blocks of the larger isle (p. 131).
✓	9	Angular Isles (E7)	From Treasure Chart #15 (p. 131).
✓	10	Flight Control Platform (G2)	Get this the first time you win the "Bird-Man Contest" minigame (p. 132).
✓	11	Seven-Star Isles (F1)	Get it from the Big Octo found in this sector (p. 132).
✓	12	Crescent Moon Island (E1)	From Treasure Chart #11 (p. 133).
✓	13	Windfall Island (D2)	Get this at the auction held on the mansion's ground floor at night (p. 134).
✓	14	Windfall Island (D2)	Get this after helping Anton and Linda go out on a date (Deluxe Picto Box required) (p. 136).
✓	15	Spectacle Island (C2)	You get this the first time you win the "Cannon" minigame (p. 139).
✓	16	Tingle Island (C3)	Get it from the Big Octo found in this sector (p. 139).
✓	17	Greatfish Isle (B4)	It's in a chest sitting in a shallow cave; the Deku Leaf is required to reach the chest (p. 140).
✓	18	Stone Watcher Island (C5)	Get it from the Sea Platform found in this sector (destroy the platform's cannons) (p. 142).
✓	19	Outset Island (B7)	Get this by training with Orca (hit him 500 times or more) (p. 144).
✓	20	Headstone Island (C7)	It's sitting on the island's highest peak; a seagull is required (p. 145).
✓	21	Diamond Steppe Island (A6)	From Treasure Chart #23 (p. 147).
✓	22	Needle Rock Isle (A5)	Get this from the chest sitting on the island; a seagull is required (p. 147).
✓	23	Six-Eye Reef (D4)	Get this from the submarine found in this sector (p. 149).
✓	24	Bomb Island (F5)	It's in the island's Secret Cave (bomb the boulder at the top of the island) (p. 151).
✓	25	Rock Spire Isle (B3)	It's sold at Beedle's Shop Ship for 950 Rupees (Beedle's Chart and Rupee Purse upgrade required) (p. 171).
✓	26	Rock Spire Isle (B3)	Get this from the ring of light left by one of the two nearby Warships found in this sector (bomb the Warships) (p. 171).
✓	27	Star Island (B1)	Get this from the island's Secret Cave (bomb the western boulder to enter) (p. 172).
✓	28	Windfall Island (D2)	Get this from Kreeb after the windmill is working and the lighthouse is lit up (p. 182).
✓	29	Windfall Island (D2)	It's in the translucent chest sitting on the tiny isle next to Windfall; the lighthouse must be illuminated to reveal the chest (p. 182).
✓	30	Windfall Island (D2)	You get this from Maggie after you give her Moe's letter (p. 183).
✓	31	Southern Fairy Island (D6)	From Treasure Chart #4 (p. 184).
✓	32	Rock Spire Isle (B3)	From Treasure Chart #2 (p. 187).
✓	33	Three-Eye Reef (A4)	From Treasure Chart #38 (p. 188).
✓	34	Forest Haven (F6)	From Treasure Chart #31 (p. 188).
✓	35	Five-Star Isles (G7)	From Treasure Chart #33 (p. 189).
✓	36	Pawprint Isle (E2)	From Treasure Chart #30 (p. 191).
✓	37	Outset Island (B7)	Get this from the dark gray soil near the tall grass where Mesa is working. Use All-Purpose Bait to get the fat, gray wild pig to dig for you (p. 193).
✓	38	Dragon Roost Island (F2)	It's attached to a letter from Hoskit's girlfriend after you give Hoskit 20 Golden Feathers (p. 195).
✓	39	Bomb Island (F5)	From Treasure Chart #20 (p. 240).
✓	40	Varies	Get this by completing the Withered Deku Tree side quest. It's given to you by the last Deku Tree you water (p. 241).
✓	41	Thorned Fairy Island (G4)	From Treasure Chart #5 (p. 242).
✓	42	Windfall Island (D2)	You get this after completing Zunari's trading quest (give the Wandering Merchant at Greatfish Isle [B4] the Shop Guru statue) (p. 243).
✓	43	Windfall Island (D2)	Get it from Sam after you decorate the town with trading quest items purchased from Zunari's Stall (p. 243).
✓	44	Two-Eye Reef (D7)	From Treasure Chart #46 (p. 244).

TREASURE CHARTS



Treasure Charts are blue parchments that reveal the locations of precious sunken treasures around the Great Sea. When you find a Treasure Chart, open it on the Sea Chart map screen. Match the Treasure Chart to the Great Sea islands that you've charted on your Sea Chart with the help of the Fishmen to deduce which island the treasure is located near. Sail to that island to begin your search for the treasure!



When you arrive at the island, you'll notice a beam of light shining up from the spot marked by the "X" on the Treasure Chart. Sail to the shaft of light and use the Grappling Hook to salvage the treasure from the Great Sea.



There are 46 Treasure Charts hidden in the game, each of which leads you to a chest full of valuable goodies. It could be a hoard of Rupees, a special chart, or even a Piece of Heart! The following table tells you where to find every Treasure Chart, where their treasures are located, and what their treasures are. To find out how to get each Treasure Chart, see the "Walkthrough" or "Islands of the Great Sea" chapters.

TREASURE CHARTS

GOT IT?	CHART	CHART LOCATION	CHART NOTES	TREASURE LOCATION	TREASURE
✓	1	Forbidden Woods dungeon (F6)	Found in the dungeon (p. 124).	Private Oasis (E5)	Silver Rupee
✓	2	Windfall Island (D2)	Given to Link by Maggie's father after you give him 20 Skull Necklaces (p. 184).	Rock Spire Isle (B3)	Piece of Heart #32
✓	3	Forest Haven (F6)	Use the Baba Buds to reach the highest interior ledge, then go outside and Deku Leaf glide to the isle with the chest (p. 128).	Eastern Fairy Island (E3)	Silver Rupee
✓	4	Beedle's Shop Ship (B3)	Sold by Beedle, but only in this sector (p. 171).	Southern Fairy Island (D6)	Piece of Heart #31
✓	5	Wind Temple dungeon (D1)	Found in the dungeon (p. 226).	Thorned Fairy Island (G4)	Piece of Heart #41
✓	6	Tower of the Gods dungeon (E4)	Found in the dungeon (p. 163).	Six-Eye Reef (D4)	Silver Rupee
✓	7	Windfall Island (D2)	Reward for beating the "Squid Hunt" minigame the second time (p. 83).	Star Island (B1)	Silver Rupee
✓	8	Horseshoe Island (A7)	Found in the island's Secret Cave (p. 147).	Western Fairy Island (A3)	Silver Rupee
✓	9	Submarine near Crescent Moon Island (E1)	Found inside the submarine (p. 133).	Horseshoe Island (A7)	Silver Rupee
✓	10	Crescent Moon Island (E1)	It's in a chest on the island (p. 133).	Tingle Island (C3)	Silver Rupee
✓	11	Dragon Roost Cavern dungeon (F2)	Found in the dungeon (p. 97).	Crescent Moon Island (E1)	Piece of Heart #12
✓	12	Earth Temple dungeon (C7)	Found in the dungeon (p. 205).	Five-Eye Reef (B6)	Silver Rupee
✓	13	Two-Eye Reef (D7)	Destroy all Warships and wall cannons to reveal the chest (p. 212).	Overlook Island (G1)	Secret Cave Chart
✓	14	Submarine near Headstone Island (C7)	Found inside the submarine (p. 146).	Tower of the Gods (E4)	Silver Rupee
✓	15	Forbidden Woods dungeon (F6)	Found in the dungeon (p. 126).	Angular Isles (E7)	Piece of Heart #9

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TREASURE CHARTS CONTINUED

GOT IT?	CHART	CHART LOCATION	CHART NOTES	TREASURE LOCATION	TREASURE
✓	16	Seven-Star Isles (F1)	Defeat all of the Wizzrobes on the Sea Platforms to reveal the chest (p. 191).	Shark Island (C6)	Silver Rupee
✓	17	Spectacle Island (C2)	Reward for beating the "Cannon" minigame twice (p. 139).	Ice Ring Isle (E6)	Silver Rupee
✓	18	Windfall Island (D2)	Can be won from the auction house (p. 134).	Windfall Island (D2)	Purple Rupee
✓	19	Four-Eye Reef (A2)	Destroy all Warships and wall cannons to reveal the chest (p. 188).	Flight Control Platform (G2)	Island Hearts Chart
✓	20	Earth Temple dungeon (C7)	Found in the dungeon (p. 210).	Bomb Island (F5)	Piece of Heart #39
✓	21	Cyclops Reef (C4)	Destroy all Warships and wall cannons to reveal the chest (p. 199).	Cyclops Reef (C4)	Light Ring Chart
✓	22	Submarine near Northern Fairy Island (C1)	Found inside the submarine (p. 22).	Spectacle Island (C2)	Silver Rupee
✓	23	Windfall Island (D2)	Reward for setting a new high score on the "Squid Hunt" minigame (p. 83).	Diamond Steppe Island (A6)	Piece of Heart #21
✓	24	Windfall Island (D2)	After sneaking into Lenzo's shop, take a full-color pictograph of Lenzo and Minenco talking. Show the pictograph to Pompie and Vera afterward (p. 135).	Northern Fairy Island (C1)	Silver Rupee
✓	25	Cliff Plateau Isles (G6)	Found in the island's Secret Cave (p. 189).	Forsaken Fortress (A1)	Silver Rupee
✓	26	Six-Eye Reef (D4)	Destroy all Warships and wall cannons to reveal the chest (p. 184).	Northern Triangle Island (D3)	Octo Chart
✓	27	Private Oasis (E5)	Use the Hookshot to reach a chest on the island (p. 240).	Star Belt Archipelago (G3)	Silver Rupee
✓	28	Horseshoe Island (A7)	Use the Deku Leaf to maneuver Deku Nuts into the island's holes (p. 146).	Needle Rock Isle (A5)	Silver Rupee
✓	29	Windfall Island (D2)	On the second floor of Lenzo's shop (use the Deku Leaf to glide to the exterior balcony) (p. 135).	Mother & Child Isles (B2)	Silver Rupee
✓	30	Tower of the Gods dungeon (E4)	Found in the dungeon (p. 161).	Pawprint Isle (E2)	Piece of Heart #36
✓	31	Windfall Island (D2)	Given to Link by Kamo after you show him a full-color pictograph of the full moon (p. 135).	Forest Haven (F6)	Piece of Heart #34
✓	32	Three-Eye Reef (A4)	Destroy all Warships and wall cannons to reveal the chest (p. 188).	Boating Course (F7)	Sea Hearts Chart
✓	33	Windfall Island (D2)	Given to Link by Minenco after you take a full-color pictograph of her and show it to her (p. 135).	Five-Star Isles (G7)	Piece of Heart #35
✓	34	Salvage Corp. (found near E2 and F4)	Given to Link by the Salvage Corp. the first time you meet them (p. 108).	Eastern Triangle Island (F4)	Silver Rupee
✓	35	Wind Temple dungeon (D1)	Found in the dungeon (p. 221).	Islet of Steel (B5)	Silver Rupee
✓	36	Ice Ring Isle (E6)	Use a Fire Arrow to melt a frozen chest on the island (p. 213).	Bird's Peak Rock (G5)	Silver Rupee
✓	37	Rock Spire Isle (B3)	Found in the island's Secret Cave (p. 171).	Fire Mountain (F3)	Silver Rupee
✓	38	Windfall Island (D2)	Can be won from the auction house (p. 134).	Three-Eye Reef (A4)	Piece of Heart #33
✓	39	Dragon Roost Cavern dungeon (F2)	Found in the dungeon (p. 103).	Dragon Roost Island (F2)	Silver Rupee
✓	40	Southern Fairy Island (D6)	Destroy all of the Sea Platforms' cannons to make the chest appear, then Deku Leaf glide to the chest (p. 185).	Headstone Island (C7)	Silver Rupee
✓	41	Five-Eye Reef (B6)	Destroy all Warships and wall cannons to reveal the chest (p. 187).	Four-Eye Reef (A2)	Great Fairy Chart
✓	42	Windfall Island (D2)	Reward for completing Dampa's "Piggy-Sitting" minigame (p. 137).	Gale Isle (D1)	Orange Rupee
✓	43	Horseshoe Island (A7)	Hit the switches on the Sea Platforms to make the chest appear (each platform has a switch (p. 246)).	Outset Island (B7)	Orange Rupee
✓	44	Star Belt Archipelago (G3)	Found in a chest on the Sea Platform (p. 193).	Southern Triangle Island (D5)	Orange Rupee
✓	45	Windfall Island (D2)	Given to Link by Mrs. Marie after you give her 41 Joy Pendants (p. 181).	Seven-Star Isles (F1)	Silver Rupee
✓	46	Pawprint Isle (E2)	Found in the island's second Secret Cave; Hookshot the tree to enter (p. 244).	Two-Eye Reef (D7)	Piece of Heart #44

SPECIAL CHARTS



During the course of the game, you find several red Charts, a couple of green Charts, and a blue/brown Ghost Ship Chart (which you must have to enter the Ghost Ship). These charts do not lead to sunken treasure, and they don't add to your chart total.



However, these special charts do provide information on many important items, objects, and areas found in the game. For example, the Great Fairy Chart shows you the eight sectors in which each of the Great Fairies and the Fairy Queen are located. The following table lists the name of each special chart, where and how it's acquired, and what it's useful for.

SPECIAL CHARTS

GOT IT?	CHART NAME	LOCATION	HOW TO GET IT	WHAT IT SHOWS
✓	Beedle's Chart	Any postbox (p. 142).	Talk to Beedle, then check a postbox the next day.	Sectors where Beedle's Shop Ship is located.
✓	Ghost Ship Chart	Secret Cave of Diamond Steppe Island (A6) (p. 236).	Open a chest at the Warp Jar puzzle's end (the Hookshot's required).	Ghost Ship locations during different phases of the moon.
✓	Great Fairy Chart	Four-Eye Reef (A2) (p. 188).	Open Treasure Chart #41 and pull up the chest.	Eight Great Fairy locations.
✓	IN-credible Chart	Any postbox (p. 184).	Free Tingle from jail, and the chart shows up in the mail before you begin to hunt for the pieces of the Triforce of Courage.	Triforce Chart locations.
✓	Island Hearts Chart	Flight Control Platform (G2) (p. 242).	Open Treasure Chart #19 and pull up the chest.	Locations of all Pieces of Heart that are not found by using Treasure Charts.
✓	Light Ring Chart	Cyclops Reef (C4) (p. 191).	Open Treasure Chart #21 and pull up the chest.	Locations of rings of light that appear only during a full moon.
✓	Octo Chart	Northern Triangle Island (D3) (p. 244).	Open Treasure Chart #26 and pull up the chest.	Big Octo locations.
✓	Platform Chart	Submarine near Flight Control Platform (G2) (p. 326).	Clear the submarine of enemies and open the chest.	Sea Platform locations.
✓	Sea Hearts Chart	Boating Course (F7) (p. 242).	Open Treasure Chart #32 and pull up the chest.	Locations of all Treasure Charts that lead to Pieces of Heart.
✓	Secret Cave Chart	Overlook Island (G1) (p. 239).	Open Treasure Chart #13 and pull up the treasure.	Secret Cave locations.
✓	Submarine Chart	Boating Course (F7) (p. 130).	Clear the Secret Cave.	Submarine locations.
✓	Tingle's Chart	Any postbox (p. 80).	Free Tingle from jail and check the postbox the next day.	A rough drawing of Tingle Island (C3) in relationship to Windfall Island (D2).

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TRIFORCE CHARTS AND SHARDS



After you power up the Master Sword, you must find the eight Triforce Shards that together make up the Triforce of Courage. You can find five of these without any guidance, but three Triforce Charts are required in order to track down the other three.



With the IN-credible Chart you get in the mail from Tingle, you can see where all of the Triforce Charts and Triforce Shards are located. One is locked away inside the mysterious Ghost Ship, which moves around the Great Sea according to the moon's phases. To get that Triforce Chart, you need the Ghost Ship Chart. See the walkthrough for help tracking down all eight Triforce Shards (p. 229).

TRIFORCE CHARTS

GOT IT?	CHART #	CHART LOCATION	TRIFORCE SHARD LOCATION
✓	1	Islet of Steel (B5)	Greatfish Isle (B4)
✓	2	Bird's Peak Rock (G5)	Stone Watcher Island (C5)
✓	3	Needle Rock Isle (A5)	Cliff Plateau Isles (G6)

TRIFORCE SHARDS

GOT IT?	SHARD #	LOCATION	ASSOCIATED TRIFORCE CHART
✓	1	Private Oasis (E5)	—
✓	2	Outset Island (B7)	—
✓	3	Ghost Ship	—
✓	4	Stone Watcher Island (C5)	2
✓	5	Stone Watcher Island (C5)	—
✓	6	Overlook Island (G1)	—
✓	7	Greatfish Isle (B4)	1
✓	8	Cliff Plateau Isles (G6)	3

GREAT FAIRIES

Eight Great Fairies are scattered across the Great Sea's islands, one of which is the Queen of the Fairy World. Each Great Fairy can only be reached by using items you acquire throughout the game, such as bombs or the Skull Hammer. The following table lists each Great Fairy in order of availability, the upgrade you receive from her, and the items you need to reach her.



After you receive an upgrade from a Great Fairy, you may return to her Fairy Fountain at any time to be healed by her Fairies or to capture Fairies in Empty Bottles for later use. Refer to the "Islands of the Great Sea" chapter for more information on each island's Great Fairies.

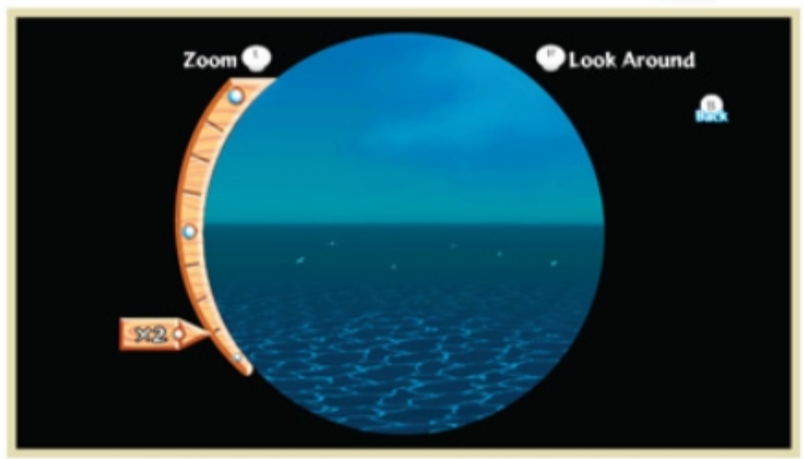
GREAT FAIRIES

VISITED?	NUMBER	LOCATION	UPGRADE	ITEMS REQUIRED	COMMENTS
✓	1	Two-Eye Reef (D7)	Double Magic Meter	Boomerang	Defeat the four-eyed Big Octo in this sector to free this Great Fairy (p. 132).
✓	2	Northern Fairy Island (C1)	Carry more Rupees	Bombs	(p. 137).
✓	3	Eastern Fairy Island (E3)	Carry more Bombs	Bombs	(p. 169).
✓	4	Southern Fairy Island (D6)	Carry more Bombs	Bombs	(p. 185).
✓	5	Outset Island (B7)	Carry more Rupees	Deku Leaf, Bombs	Glide with your Deku Leaf across the bridge and bomb the forest boulder (p. 144).
✓	6	Mother & Child Isles (B2)	Fire/Ice Arrows	"Ballad of Gales" song	Use the song to warp inside Mother Isle (p. 180).
✓	7	Western Fairy Island (A3)	Carry more arrows	Skull Hammer	(p. 187).
✓	8	Thorned Fairy Island (G4)	Carry more arrows	Skull Hammer	(p. 190).

BIG OCTOS



Six Big Octos lurk beneath the Great Sea, waiting to devour unwary vessels. Seek out these massive creatures and defeat them to earn hundreds of Rupees, a couple Pieces of Heart, and a Magic Meter upgrade.



To find a Big Octo, look for flocks of seagulls circling an area in each of the sectors in the following checklist. The Telescope helps you find the circling seagulls from a distance. When you spot them, sail toward them. A Big Octo rises from the water as you approach, capturing you in a whirlpool.



Use the Boomerang to target up to five of the Big Octo's yellow eyes at once. Each eye shuts after suffering three Boomerang hits. When you take out all of the Big Octo's eyes, it sinks, defeated, to the bottom of the sea, leaving behind a ring of light. Sail to the ring of light and use the Grappling Hook to pull up your reward!

BIG OCTOS

BEATEN?	NUMBER	ISLAND (SECTOR)	# OF EYES	TREASURE
✓	1	Seven-Star Isles (F1)	12	Piece of Heart #11 (p. 132).
✓	2	Tingle Island (C3)	12	Piece of Heart #16 (p. 139).
✓	3	Diamond Steppe Island (A6)	8	Orange Rupee (p. 147).
✓	4	Fire Mountain (F3)	8	Orange Rupee (p. 317).
✓	5	Private Oasis (E5)	8	Orange Rupee (p. 150).
✓	6	Two-Eye Reef (D7)	4	Double Magic Meter Upgrade (p. 132).

SUBMARINES





Seven sectors of the Great Sea feature submarines—small, wooden vessels complete with periscopes. Each has a dark doorway leading inside. When you see one, sail up to it, hop of your boat, and swim onto the sub's wooden frame.
Entering a submarine is dangerous. You're always met with a fight inside. Some subs are easy to clear, while others are tougher.

A ladder drops after you defeat all the enemies lurking inside a submarine, allowing you access to a treasure chest. Climb the ladder and claim your hard-earned reward, then exit the sub the same way you entered. Refer to the "Islands of the Great Sea" chapter for more information on the submarines found in each sector.

SUBMARINES

EXPLORED?	NUMBER	LOCATION	TREASURE
✓	1	Northern Fairy Island (C1)	Treasure Chart #22 (p. 138).
✓	2	Crescent Moon Island (E1)	Treasure Chart #9 (p. 133).
✓	3	Flight Control Platform (G2)	Platform Chart (p. 326).
✓	4	Six-Eye Reef (D4)	Piece of Heart #23 (p. 149).
✓	5	Bomb Island (F5)	Empty Bottle (p. 108).
✓	6	Headstone Island (C7)	Treasure Chart #14 (p. 145).
✓	7	Five-Star Isles (G7)	Piece of Heart #6 (p. 130).

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SEA PLATFORMS



Sea Platforms are the tall towers scattered about the Great Sea. Bokoblins, Kargorocs, or Wizzrobes usually guard them, and some feature mounted cannons. Each platform holds treasure, and one at sector C5 offers a Piece of Heart.



Sometimes a Sea Platform's prize is just sitting in a chest—these are indicated in the following table as "none" in the "Conditions" column. More often, you have to reveal the chest by either defeating all the enemies guarding the platform or by destroying all the platform's cannons.

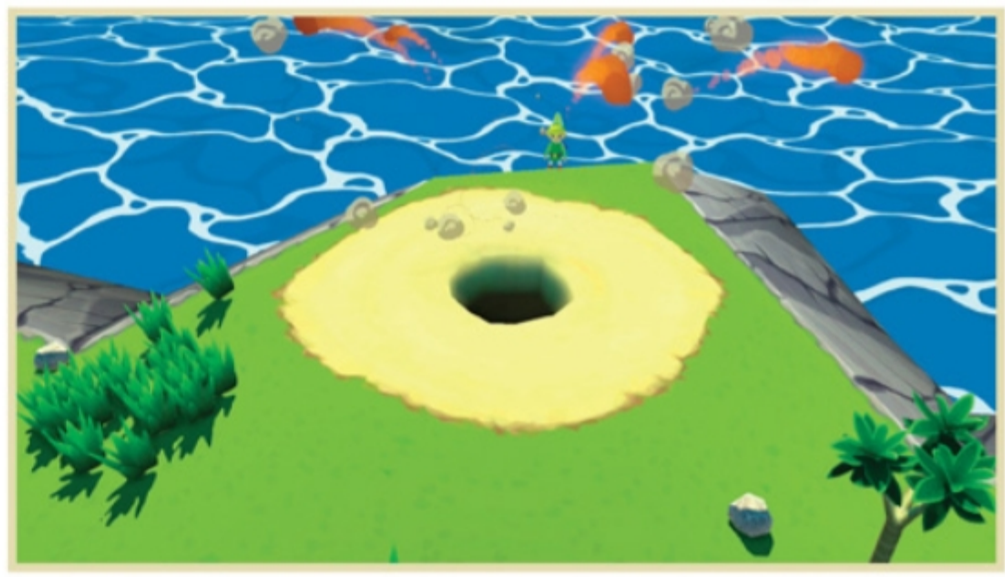
The following table lists every Sea Platform by sector, the conditions for revealing its chests (if any), the treasure that you get (in the order of the conditions listed), and any helpful comments about the platforms. "Minor rewards" are a small number of Rupees or a modest item, such as an enemy spoil.

SEA PLATFORMS

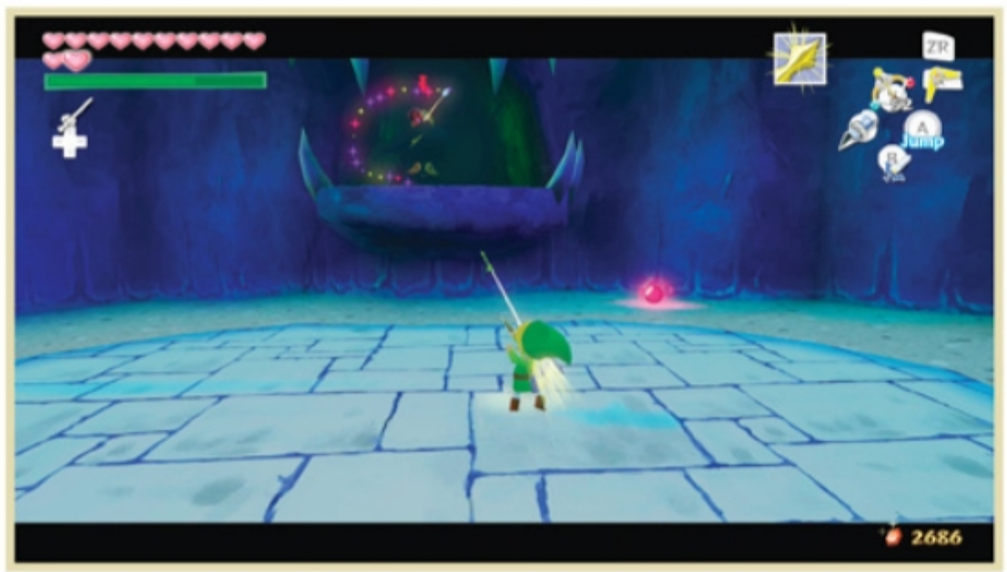
EXPLORED?	LOCATION	# OF PLATFORMS	CONDITIONS	REWARD	COMMENTS
✓	Star Island (B1)	One	None	Minor rewards	p. 273
✓	Seven-Star Isles (F1)	Three	Defeat Wizzrobe, defeat Wizzrobe, defeat Wizzrobes	Treasure Chart #16, minor rewards	Wizzrobes attack in waves (p. 313).
✓	Pawprint Isle (E2)	One	Defeat Bokoblins	Minor rewards	p. 306
✓	Western Fairy Island (A3)	One	Defeat Bokoblins	Skull Necklace	p. 268
✓	Rock Spire Isle (B3)	Three	Destroy cannons, destroy cannons, none	Orange Rupee, minor rewards	Jump from the middle platform and use the Deku Leaf to reach the others. Use the updraft to reach the western platform (p. 275).
✓	Eastern Fairy Island (E3)	One	Defeat Bokoblins	Minor rewards	p. 307
✓	Fire Mountain (F3)	One	Destroy cannons, none	Minor rewards	p. 317
✓	Star Belt Archipelago (G3)	One	None	Minor rewards	p. 327
✓	Cyclops Reef (C4)	One	Defeat Bokoblins	Minor rewards	p. 284
✓	Six-Eye Reef (D4)	One	Destroy cannons	Minor rewards	p. 302
✓	Thorned Fairy Island (G4)	Two	Destroy cannons, defeat Bokoblins	Minor rewards	Use the Deku Leaf to reach the western platform (p. 328).
✓	Islet of Steel (B5)	One	Defeat enemies	Minor rewards	p. 277
✓	Stone Watcher Island (C5)	One	Destroy cannons, none	Piece of Heart #18, minor rewards	Lots of cannons! (p. 285).
✓	Bomb Island (F5)	One	Defeat Bokoblins	Minor rewards	p. 319
✓	Five-Eye Reef (B6)	One	None	Minor rewards	p. 278
✓	Southern Fairy Island (D6)	Three	Destroy cannons, destroy cannons	Treasure Chart #40, minor rewards	Destroy the cannons on the two platforms that have ladders, then jump and use the Deku Leaf to reach the middle platform and its chests (p. 303).
✓	Cliff Plateau Isles (G6)	One	None	Minor rewards	p. 330
✓	Horseshoe Island (A7)	Two	Step on both switches	Minor rewards	Each platform's switch reveals a chest on the opposite platform (p. 272).
✓	Two-Eye Reef (D7)	One	None	Minor rewards	p. 304
✓	Five-Star Isles (G7)	One	Destroy cannons	Minor rewards	p. 332

SECRET CAVES





Secret Caves are found on many of the Great Sea's islands. Drop into small, dark holes to enter them, then search for valuable treasure inside. Often you need a certain item to enter a Secret Cave. For example, you may need to set a bomb and blast away a large boulder to reveal the hole that leads to a Secret Cave.





Be ready for anything when you enter a Secret Cave. Some of the most trying battles are fought inside these forgotten places. Defeat all enemies to reveal the Secret Cave's hidden chest.

To exit a Secret Cave, return to the spot where you dropped in, and step into the magical shaft of light that transports you back outside. If you've fallen into a situation for which you're not prepared, there's no shame in beating a retreat. Use the following table to keep track of the Secret Caves you've cleared.

SECRET CAVES

EXPLORED?	LOCATION	ENTRY REQUIREMENTS	OBJECTIVE	REWARD
✓	Star Island (B1)	Bomb the western boulder (p. 273).	Defeat enemies.	Piece of Heart #27
✓	Overlook Island (G1)	Hookshot up the palm trees (p. 325).	Defeat enemies.	Triforce Shard #6
✓	Pawprint Isle (E2)	Crawl into the large dome (p. 306).	Proceed through the short cavern and bomb the two boulders inside.	Piece of Heart #4, Joy Pendant, purple Rupee
✓	Pawprint Isle (E2)	Hookshot up to the wooden statue on the island's "middle toe" (p. 307).	Defeat enemies.	Treasure Chart #46
✓	Dragon Roost Island (F2)	Bomb the boulder near the Wind Shrine (p. 316).	Defeat enemies.	Purple Rupee
✓	Rock Spire Isle (B3)	Bomb the higher boulders (p. 275).	Light the torches and defeat the Keeses.	Treasure Chart #37
✓	Fire Mountain (F3)	Shoot the fire column with an Ice Arrow and climb to the top (p. 317).	Open chest.	Power Bracelets
✓	Needle Rock Isle (A5)	Melt the ice block with a Fire Arrow (p. 270).	Light the six torches with Fire Arrows.	Orange Rupee
✓	Stone Watcher Island (C5)	Lift the large stone face (Power Bracelets required) (p. 285).	Clear each room of enemies, play the "Wind's Requiem" at the Wind Crest.	Triforce Shard #5
✓	Private Oasis (E5)	Use the Grappling Hook on the pole inside the cabana to enter the fireplace (p. 309).	Proceed through the short cavern.	Triforce Shard #1
✓	Bomb Island (F5)	Bomb the boulder on top of the island (p. 319).	Proceed through the two rooms.	Piece of Heart #24
✓	Bird's Peak Rock (G5)	Activate each switch on the peaks with a seagull (p. 329).	Play the "Wind's Requiem" at the Wind Crest.	Triforce Chart #2

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SECRET CAVES CONTINUED

EXPLORED?	LOCATION	ENTRY REQUIREMENTS	OBJECTIVE	REWARD
✓	Diamond Steppe Island (A6)	Hookshot up the palm trees (p. 271).	Proceed through the short Warp Jar maze.	Joy Pendant, Ghost Ship Chart
✓	Shark Island (C6)	Activate all four switches (Skull Hammer and Iron Boots required) (p. 286).	Defeat enemies.	Silver Rupee
✓	Ice Ring Isle (E6)	Shoot the large stone dragon's mouth with a Fire Arrow and enter the dragon's mouth (p. 310).	Proceed through the short cavern.	Iron Boots
✓	Ice Ring Isle (E6)	After you get the Iron Boots from the first Secret Cave, equip them and walk into the wind and drop down the hole (p. 310).	Melt and defeat the enemies inside this "secret Secret Cave"	Orange Rupee
✓	Cliff Plateau Isles (G6)	Proceed across the smaller isles and drop down the hole at the last one (p. 330).	Navigate through the short cavern, use the exit on the other side (Deku Leaf and Fire Arrows required).	Joy Pendant (Treasure Chart #25 on larger isle, use the Secret Cave's other exit to reach it)
✓	Horseshoe Island (A7)	Use the Deku Leaf to push the Deku Nuts into the holes (p. 272).	Defeat enemies.	Treasure Chart #8
✓	Outset Island (B7)	Use the Deku Leaf to reach the Forest of Fairies and bomb the boulder inside the forest (p. 280).	Talk to Great Fairy.	Rupee Purse upgrade
✓	Outset Island (B7)	Use the Deku Leaf to reach the large stone face and lift it (Power Bracelets required) (p. 281).	Clear every floor of enemies. Use the Mirror Shield on the large statue found on the 30th floor to go down to the 50th floor.	Triforce Shard #2, Piece of Heart #44
✓	Angular Isles (E7)	Use the Deku Leaf (or Hookshot) from the larger isle to reach the smaller isle (p. 312).	Solve the block puzzle and use the Mirror Shield from the top of the block stack to reveal the translucent chest.	Silver Rupee
✓	Boating Course (F7)	Use the Deku Leaf to glide from the main isle to the smaller northern isle (p. 324).	Use the Boomerang to activate the three switches.	Submarine Chart

RINGS OF LIGHT

According to the Light Rings Chart, certain rings of light appear only during a full moon. Seek these out to pull up Rupees. Learn the "Song of Passing" from Tott at Windfall Island (D2) and use it to quickly advance to a full-moon night.



RINGS OF LIGHT (FULL MOON ONLY)

GOT IT?	LOCATION	# OF RINGS	REWARDS
✓	Seven-Star Isles (F1)	Three	Red Rupees
✓	Northern Triangle Island (D3)	Four	Red Rupees
✓	Star Belt Archipelago (G3)	Two	Red Rupee, purple Rupee
✓	Greatfish Isle (B4)	Four	Red Rupees
✓	Five-Star Isles (G7)	Three	Red Rupees

BLUE CHUCHUS



Blue ChuChus are rare enemies found only on certain islands of the Great Sea. Defeating a Blue ChuChu earns you a rare Blue Chu Jelly, which is used to create the Blue Potion at the Chu Jelly Juice Shop on Windfall Island (D2). Blue Potions fully replenish Link's Heart and Magic Meters, making it the second-best potion (next to Grandma's Elixir Soup).



You need 15 Blue Chu Jellies to get Doc Bandham at Windfall Island (D2) to create the Blue Potion. After that, you can purchase as many Blue Potions from the shop as you want or get a Blue Potion in exchange for five Blue Chu Jellies.

Each Blue ChuChu drops only one Blue Chu Jelly—you can't get a second Blue Chu Jelly from the same Blue ChuChu; it drops a yellow Rupee instead.

The following table lists the islands where you can find each Blue ChuChu. Defeat these enemies while exploring the islands below and collect their valuable Blue Chu Jelly!

BLUE CHUCHU LOCATIONS

GOT IT?	ISLAND (SECTOR)	COMMENTS
✓	Star Island (B1)	Bomb the large southwestern boulder (p. 273).
✓	Northern Fairy Island (C1)	p. 282
✓	Crescent Moon Island (E1)	Find two Blue ChuChus here (p. 305).
✓	Overlook Island (G1)	The Hookshot's required (p. 325).
✓	Mother & Child Isles (B2)	It's on Child Isle (p. 274).
✓	Spectacle Island (C2)	It's under the bridge (p. 283).
✓	Western Fairy Island (A3)	p. 268
✓	Rock Spire Isle (B3)	Bombs are required (p. 275).
✓	Tingle Island (C3)	p. 284
✓	Eastern Fairy Island (E3)	p. 307
✓	Thorned Fairy Island (G4)	p. 328
✓	Stone Watcher Island (C5)	It's behind the large stone face (p. 285).
✓	Bird's Peak Rock (G5)	It's above the steel door; a Grappling Hook is required (p. 329).
✓	Diamond Steppe Island (A6)	The Hookshot is required (p. 271).
✓	Shark Island (C6)	Solve the switch puzzle to create an updraft (Skull Hammer and Iron Boots are required). Use the Deku Leaf and updraft to reach the island's highest part (p. 287).
✓	Southern Fairy Island (D6)	p. 303
✓	Cliff Plateau Isles (G6)	It's on top of the largest, tallest isle. Travel through the Secret Cave to reach it; Fire Arrows are required (p. 333).
✓	Angular Isles (E7)	It's on top of the larger isle (p. 311).
✓	Boating Course (F7)	It's on top of the large gray stone on the smaller isle. Use the Deku Leaf from the larger isle to reach it (p. 324).

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WITHERED DEKU TREES



Following the celebration that ensues after you clear the Forbidden Woods dungeon and rescue the Korok named Makar, eight Withered Deku Trees appear on eight islands across the Great Sea. These are supposed to be the Deku Trees of the future, but they can't grow!



Fill an Empty Bottle with Forest Water, which is found only inside Forest Haven. Then travel to each Withered Deku Tree and water it. You must hurry, for outside air transforms the Forest Water into ordinary water in 30 minutes. Fortunately, your bottle of Forest Water can be used multiple times—it never runs out!



Because Forest Water changes to ordinary water in 30 minutes, you must move fast as you travel from tree to tree. You must water all eight Withered Deku Trees within the 30-minute limit. Unless you have the "Ballad of Gales" warping song or the Swift Sail, you won't have much chance to reach all eight trees before time runs out.



We've figured out the best route to take as you travel to each Withered Deku Tree. Use the following list as your guide in completing this side quest, and check of each Deku Tree as you go. With our method, you'll have ample time to complete this task as long as you're quick (we finished with more than 5 minutes to spare).

Successfully complete this side quest to receive Piece of Heart #26 from the last Withered Deku Tree you water (which is found at Star Island [B1] according to our method).

WITHERED DEKU TREES

WATERED?	LOCATION	COMMENTS
✓	Cliff Plateau Isles (G6)	Sail east from Forest Haven; travel through Secret Cave to reach Deku Tree.
✓	Shark Island (C6) Warp to	Southern Fairy Island (D6); sail west.
✓	Greatfish Isle (B4)	Warp here. The Deku Tree is on the southeastern isle (follow the corkscrew path).
✓	Needle Rock Isle (A5)	Sail southwest from Greatfish Isle (B4).
✓	Private Oasis (E5)	Warp to Tower of the Gods (E4); sail south.
✓	Eastern Fairy Island (E3)	Warp back to Tower of the Gods (E4); sail north.
✓	Mother & Child Isles (B2)	Warp to Tingle Isle (C3); sail northwest to Child Isle.
✓	Star Island (B1)	Sail north from Mother & Child Isles.

BEEDLE'S SHOP SHIP



Beedle is a traveling merchant who sails the Great Sea in his Shop Ship, selling wares that include the valuable Bait Bag. The following table lists the islands where you can find Beedle's Shop Ship, what he has for sale at each location, and the prices for each item.



To enter Beedle's Shop Ship, swim to one of the barrels near the ship's front. Climb on, then enter the doorway leading into the ship. Beedle's wares vary depending on how far into the adventure you've gotten.

BEEDLE'S SHOP SHIPS

VISITED?	ISLAND (SECTOR)	ITEMS FOR SALE (COST)
✓	Spectacle Island (C2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Windfall Island (D2)	10 arrows (30 Rupees), 30 arrows (60 Rupees), All-Purpose Bait (30 Rupees)
✓	Pawprint Isle (E2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Dragon Roost Island (F2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Rock Spire Isle (B3)	Empty Bottle (500 Rupees), Piece of Heart #22 (950 Rupees), Treasure Chart #4 (900 Rupees). After you buy these, Beedle sells 30 bombs (60 Rupees), 30 arrows (60 Rupees), Red Potion (30 Rupees).
✓	Greatfish Isle (B4)	30 arrows (60 Rupees),30 bombs (60 Rupees), Red Potion (30 Rupees)
✓	Tower of the Gods (E4)	30 arrows (60 Rupees), 30 bombs (60 Rupees), Red Potion (30 Rupees)
✓	Eastern Triangle Island (F4)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Southern Triangle Island (D5)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Shark Island (C6)	30 arrows (60 Rupees), 30 bombs (60 Rupees), Red Potion (30 Rupees)
✓	Forest Haven (F6)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
✓	Outset Island (B7)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)

SHOPS AND VENDORS



Besides Beedle's Shop Ships, several other shops and vendors sell their goods at various islands. Use the checklist below to make sure you visit each one or to determine which shop has the best prices for the items you require. The shops listed here are organized by the sectors in which they're located (according to the Sea Chart).

SHOPS AND VENDORS

VISITED?	LOCATION	SHOP NAME	ITEMS (COST)
✓	Windfall Island (D2)	Bomb Shop	10 bombs (20 Rupees), 20 bombs (35 Rupees), 30 bombs (50 Rupees)
✓	Windfall Island (D2)	Chu Jelly Juice Shop	Red Potion (20 Rupees), Green Potion (10 Rupees), Blue Potion (60 Rupees)
✓	Windfall Island (D2)	Pictography Shop	Legendary Pictographs (50 Rupees each)
✓	Windfall Island (D2)	Zunari's Stall	Sail (80 Rupees), Trading quest items (varies)
✓	Forest Haven (F6)	Hollo's Forest Potion Shop	Blue Potion (four Boko Baba Seeds)
✓	Outset Island (B7)	Grandma's House	Elixir Soup (free)

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MINIGAMES

The Legend of Zelda: The Wind Waker HD features several minigames. Use the following table to track them down, and check of each minigame as you complete it. The table lists only those minigames that you can play as many times as you want. One-time-only minigames (such as playing hide-and-seek with the Killer Bees at Windfall Island) are not included.



MINIGAMES

PLAYED?	ISLAND (SECTOR)	GAME	DESCRIPTION	COST	REWARD(S)
✓	Spectacle Island (C2)	Cannon Minigame	Destroy five barrels using only 10 shots (p. 283).	50 Rupees	Piece of Heart #12 (first win), Treasure Chart #17 (second win), orange Rupee (every other win)
✓	Windfall Island (D2)	Squid-Hunt	Aim to sink squid in a fun, familiar board game (p. 293).	10 Rupees	Piece of Heart #3 (first win, no high score), Treasure Chart #17 (second win, no high score), purple Rupee (win three or more times, no high score), Treasure Chart #23 (set high score), orange Rupee (set high score twice or more)
✓	Windfall Island (D2)	Piggy-Sitting	Collect all three of Dampa's Pigs before time expires (p. 299).	3 Skull Necklaces	Purple Rupee
✓	Dragon Roost Island (F2)	Mail Center	Speed-sort the mail (p. 315).	Free	Rupees (every play until you sort 25 letters or more, varies), red Rupee and Piece of Heart #5 (impress Baito, mail his letter, check any postbox the next day), Rupees (every play afterward, get 25 or more, amount varies)
✓	Flight Control Platform (G2)	Bird-Man Contest	Use the Deku Leaf to fly; you're judged on distance (p. 326).	10 Rupees	Piece of Heart #10 (first win), purple Rupee (second win or more)
✓	Private Oasis (E5)	Sliding Picture Puzzle	Move pieces around to create the picture shown on the opposite wall (p. 309).	Free	50 Rupees for each puzzle you solve, 200-Rupee bonus if you solve all of them
✓	Outset Island (B7)	Combat Training	Fight against Orca using only your sword and shield (p. 280).	Free	Purple Rupee (100 hits), Orange Rupee (300 hits), Piece of Heart #9 (500 hits), Silver Rupee (1,000 hits)
✓	Boating Course (F7)	Boating Course	Sail around a course and collect Rupees before time expires (p. 323).	30 Rupees	Up to 150 Rupees
✓	Any Island	Target Practice	Shoot the Fishman with arrows.	Free	10 Rupees per hit, 200 Rupees for 10 hits



NINTENDO GALLERY



When you get your hands on the Deluxe Picto Box, a whole new world of adventure and excitement is available to you: the Nintendo Gallery!

The Nintendo Gallery, located on the Forest Haven's northern isle (F6), is where you take your color pictographs to have them made into beautiful, lifelike figurines.



First, open the hatch that leads to the Nintendo Gallery. Do this by flying a seagull into the switch found on the side of Forest Haven. Talk to Manny, who's standing near the entry hatch, for a hint. While you're at it, check out the cool design on his shoulder bag.

When the hatch opens, you may enter the Nintendo Gallery. Don't get too excited—you're not an official member yet!



To become a Nintendo Gallery member, show Carlov (the man behind the counter) a well-taken, full-color pictograph of any person or enemy on the following lists. Carlov then makes you an honorary member of the Nintendo Gallery and makes a figurine of the pictograph you've shown him.

It takes Carlov one full day to create a figurine, so learn the "Song of Passing" to speed things up!

When the new day dawns, enter the Nintendo Gallery again and talk to Carlov, who informs you that he's completed his work. Follow his instructions as to which door to enter, then check out your new figurine. Press Ⓐ to read about each one.



Now that you're a sworn-in member of the Nintendo Gallery, it's time to see how devoted to the cause you are. The daunting tables that follow list every figurine you can have Carlov make for you, grouped according to the seven figurine rooms inside the Nintendo Gallery.

If you fill each room of the Nintendo Gallery with figurines, you've earned yourself a nap. What are you waiting for? Those pictographs aren't going to take themselves!

Knuckle's Figurine



Knuckle's figurine is one of the more challenging ones to unlock. To find and photograph Knuckle, you must first bomb a specific spot in each of the five major dungeons to expose a super-secret chest that contains a Tingle Statue. Collect all five Tingle Statues (one from each dungeon), and Knuckle will appear on Tingle Island, ready for his photo shoot. For help in locating each Tingle Statue, please refer to the dungeon maps in the walkthrough.

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NINTENDO GALLERY FIGURINES

DRAGON ROOST ISLAND ROOM

GOT IT?	NAME	COMMENTS
✓	Baito	—
✓	Basht and Bisht	Two-figure set. Take a pictograph of either one.
✓	Chieftain	—
✓	Hoskit	—
✓	Ilari	—
✓	Koboli	—
✓	Kogoli	Take a pictograph of Kogoli before exploring Dragon Roost Cavern.
✓	Komali	Two-figure set of younger and older Komali. Take a pictograph of him.
✓	Laruto	Purchase Laruto's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	Medli	—
	Namali	—
✓	Obli	—
✓	Pashli	—
✓	Quill	The only way to get Quill's figurine is to take the Rito Chieftain's pictograph (you get them both by taking a pictograph of the Chieftain).
✓	Skett and Akoot	Two-figure set. Take a pictograph of either one.
✓	Valoo	—
✓	Willi	—
✓	Zephos and Cyclos	Two-figure set. To get this figurine, you must take Cyclos's pictograph as you're being sucked into his cyclone and before you defeat him with the Hero's Bow.

DUNGEON ROOM

GOT IT?	NAME	COMMENTS
✓	Armos	—
✓	Armos Knight	—
✓	Boko Baba	—
✓	Bokoblin	Three-figure set. Take a pictograph of any type of Bokoblin.
✓	ChuChu	Five-figure set. Take a pictograph of any type of ChuChu.
✓	Floor Master	—
✓	Gyorg	—
✓	Kargoroc	—
✓	Keese and Fire Keese	Two-figure set. Take a pictograph of any type of Keese.
✓	Magtail	—
✓	Miniblin	Four-figure set. Take a pictograph of any type of Miniblin.
✓	Morth	—
✓	Octorok	Two-figure set. Take a pictograph of any type of Octorok.
✓	Peahat	—
✓	Poe	Four-figure set. Take a pictograph of any type of Poe.
✓	Rat	Two-figure set. Take a pictograph of any type of Rat.
✓	Red Bubble and Blue Bubble	Two-figure set. Take a pictograph of either Bubble.
✓	ReDead	—
✓	Seahat	—

FOREST HAVEN ROOM

GOT IT?	NAME	COMMENTS
✓	Aldo	Appears at Cliff Plateau Isles (G6) after you clear the Forbidden Woods dungeon.
✓	Carlov the Sculptor	—
✓	Deku Tree	—
✓	Drona	Appears at Private Oasis (E5) after you clear the Forbidden Woods dungeon.
✓	Elma	Appears at Needle Rock Isle (A5) after you clear the Forbidden Woods dungeon.
✓	Fado	Purchase Fado's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	Hollo	—
✓	Irch	Appears at Shark Island (C6) after you clear the Forbidden Woods dungeon.
✓	Linder	Appears at Greatfish Isle (B4) after you clear the Forbidden Woods dungeon.
✓	Makar	—
✓	Manny	—
✓	Oakin	Appears at Star Island (B1) after you clear the Forbidden Woods dungeon.
✓	Olivio	Appears at Eastern Fairy Island (E3) after you clear the Forbidden Woods dungeon.
✓	Rown	Appears at Mother & Child Isles (B2) after you clear the Forbidden Woods dungeon.

FORSAKEN FORTRESS ROOM

GOT IT?	NAME	COMMENTS
✓	Big Octo	To make their figurine, take a pictograph of a Big Octo before you defeat them all.
✓	Darknut	Normal type.
✓	Darknut	Carrying a shield.
✓	Mighty Darknut	Wearing a cape. To get this figurine, take this Darknut's pictograph between your final visit to Ganon's Tower and the final boss fight with Ganon at the game's end.
✓	Ganon	Either purchase Ganon's Legendary Pictograph from Lenzo at Windfall Island (D2) or take his pictograph during the final boss fight in Ganon's Tower. If you chose the latter, save your game after taking the pictograph, then reset to return to the room where you battled Phantom Ganon.
✓	Gohdan	Take Gohdan's pictograph while he's on the wall after you defeat him.
✓	Gohma	Attempt to take Gohma's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower
✓	Helmaroc King	Take the Helmaroc King's pictograph before you defeat him.
✓	Jalhalla	Attempt to take Jalhalla's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
✓	Kalle Demos	Attempt to take Kalle Demos's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
✓	Moblin	—
✓	Molgera	Attempt to take Molgera's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
✓	Mothula	—
✓	Phantom Ganon	Take a pictograph of Phantom Ganon before you defeat him for the last time in Ganon's Tower.
✓	Puppet Ganon	Take a pictograph of Puppet Ganon in Humanoid Boar form (during the Puppet Ganon boss fight in Ganon's Tower). After taking the pictograph, save your game and reset to return to the room where you battled Phantom Ganon.
✓	Stalfos	—
✓	Wizzrobe	Two-figure set. Take a pictograph of any color of Wizzrobe.
✓	Wizzrobe	The mini-boss inside the Wind Temple dungeon who wears a mask. Take this pictograph before you defeat the Wizzrobe.

LEGENDARY CHECKLIST

OCEAN ROOM

GOT IT?	NAME	COMMENTS
✓	Ankle	—
✓	Beedle	—
✓	David, Jr.	—
✓	Fairy	—
✓	Fairy Queen	Purchase the Fairy Queen's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	Gonzo	You get Gonzo's figurine by taking Tetra's pictograph on your first play through the game.
✓	Great Fairy	Purchase the Great Fairy's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	King of Hyrule	Purchase the King of Hyrule's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	Knuckle	Find all five Tingle Statues hidden in the dungeons (one per dungeon) and return them to Tingle at Tingle Island (C3) to make Knuckle appear there.
✓	Loot	—
✓	Mako	You get Mako's figurine by taking Tetra's pictograph on your first play through the game.
✓	Fishman	—
✓	Niko	You get Niko's figurine by taking Tetra's pictograph on your first play through the game.
✓	Nudge	You automatically get Nudge's figurine by taking Tetra's pictograph on your first play through the game.
✓	Old Man Ho-Ho	—
✓	Princess Zelda	You get Princess Zelda's figurine after you purchase the King of Hyrule's legendary pictograph from Lenzo at Windfall Island and take it to Carlov. You can also take her pictograph during the final boss fight in Ganon's Tower. If you choose the latter, save your game after you take Zelda's pictograph, then reset to return to the tower's entrance.
✓	Senza	You get Senza's figurine by taking Tetra's pictograph on your first play through the game.
✓	Tetra	Take Tetra's pictograph after the Helmaroc King boss fight at the Forsaken Fortress (A1), but before she realizes that she's Princess Zelda during the cutscene at the Tower of the Gods (E4).
✓	Salvage Corp.	—
✓	Salvatore	—
✓	Tingle	—
✓	Wandering Merchant	Three-figure set. Take a pictograph of any Wandering Merchant to get this figurine.
✓	Zuko	You get Zuko's figurine by taking Tetra's pictograph on your first play through the game.



OUTSET ISLAND ROOM

GOT IT?	NAME	COMMENTS
✓	Abe	—
✓	Aryll	You can only get Aryll's figurine by taking a pictograph of Grandma on your first play through the game.
✓	Crab	—
✓	Grandma	—
✓	Jabun	Purchase Jabun's Legendary Pictograph from Lenzo at Windfall Island (D2).
✓	Joel	—
✓	Mesa	—
✓	Orca	—
✓	Rose	—
✓	Seagull	—
✓	Sturgeon	—
✓	Sue-Belle	—
✓	Wild Pig	—
✓	Zill	—

WINDFALL ISLAND ROOM

GOT IT?	NAME	COMMENTS
✓	Anton	—
✓	Candy	—
✓	Cannon	Two-figure set. Take Cannon's pictograph any time during the game (whether he's good or bad) to get this figurine.
✓	Dampa	—
✓	Doc Bandham	—
✓	Garrickson	—
✓	Gillian	—
✓	Gossack	—
✓	Gummy	—
✓	Kamo	—
✓	Kane	—
✓	Killer Bees	Four-figure set. Take a pictograph of any of the kids (Ivan, Jan, Jin, or Jun-Roberto) to get this figurine.
✓	Kreeb	—
✓	Lenzo	—
✓	Linda	—
✓	Maggie	—
✓	Maggie's Father	Two-figure set. Take Maggie's Father's pictograph at any time to get both figurines (rich and poor).
✓	Mila	—
✓	Mila's Father	Two-figure set. Take Mila's Father's pictograph at any time to get both figurines (rich and poor).
✓	Minenco	—
✓	Missy	—
✓	Mrs. Marie	—
✓	Pompie and Vera	Two-figure set. Take a pictograph of either Pompie or Vera to get this figurine.
✓	Potova and Joanna	Two-figure set. Take a pictograph of either Potova or Joanna to get this figurine.
✓	Sam	—
✓	Tott	—
✓	Zunari	—

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